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TOTAL SATURN

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PINBALL graffiti

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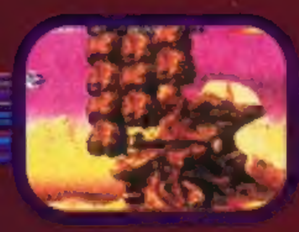
Pinball Graffiti

Back with a vengeance! Total Saturn 5 is ready to take on the world...

After last month's A to Z spectacular, we're back to our normal format this month. That's not 'normal' as in 'boring' mind — that's normal as in jam-packed with reviews, bursting with news and stuffed with solutions and features! With an excellent cover disk and superb compo thrown in, you've got a whole lot of mag for your money...



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AM2 New Mystery Product

The god send that are AM2, have finally released details on the new Saturn project – when you consider that the company have released two of the best Saturn games *Virtua Fighter 2* and *Sega Rally*, we expected something a bit special.

So, when we received the news that their new title was, um well it's sort of a dodgy Jap pop video construction kit... well! Oh no! we kid you not, we were, just like you, expecting a new beat-'em-up or a cool racer but no, we get some Japanese girl and a load of crap pop music. For anyone out there that hasn't heard any Japanese music, be warned – some of their top artists are so bad, they make the Spice Girls sound like the Prodigy!

The so-called game allows you to take the role of the director on the video shoot of the top singer Namie Amuro (don't ask me, mate, we've never heard of her either!) The game contains footage of Namie in concert, singing two of her top toons – your job is to create the backgrounds and her costumes in order to jazzy-up the footage. You can move the camera 360 degrees, zooming in and out and even position some dancers to spice things up. When you've finally created your master piece, you can edit the final product to your tastes.

Even though Namie is totally stunning (we like her we do!) we can't see this taking off over here – it's just far too Japanese for our tastes. Karaoke, maybe, Japanese pop, no thank you. Funny old thing, cultural differences and all that, isn't it...

TOTAL SATURN News

Lara's Back!

At last, some good news for Saturn owners – we have managed to get hold of some details concerning the sequel to one of the best Saturn titles of recent months. *Tomb Raider 2* has been announced for the Saturn and is hopefully hitting the shelves sometime in the autumn of this year.

It probably comes as no surprise to anyone that the game would get the sequel treatment, being one of the most popular games of last year and one of the best! With it's stunning 3D engine, brill gameplay, absorbing plot and Lara in that tight T-shirt the game was an instant classic!

Details about the follow up are a tad thin on the ground, what we could come up with was this. The development team is made up of the same guys as before but with the inclusion of a couple of new faces – the new fellas have been brought in to update the graphics engine. Lara herself is gonna have a little facelift and probably silicon implants, as is the backgrounds.

Not only have the graphics had an overhaul, the gameplay has also been enhanced, mostly to do with the combat aspects of the game. A whole new arsenal has been created to help Lara in her quest – what this quest will be is as yet unknown but we've heard that the action may take place in the wreak of the Titanic!

Let's just hope that the game can match the quality of the original or hopefully better it, only time will tell!

The Chart

1.	Virtua Cop 2	Sega
2.	Tomb Raider	Eidos
3.	Worldwide Soccer 97	Sega
4.	Command and Conquer	Virgin
5.	Daytona USA CE	Sega
6.	Doom	GTI
7.	Exhumed	Sega
8.	Destruction Derby	Psygnosis
9.	Athlete Kings	Sega
10.	Nights	Sega

Wipeout 2097 on the Saturn

There could be a further deal between Sega and the British company Psygnosis. The game wizards behind such brilliant Sony PlayStation titles as *Wipeout 2097*, *Destruction Derby 2*, *Formula One* and *Tenka* have caught the eye of Sega America.

After the success of the Saturn versions of *Wipeout* and *Destruction Derby*, Sega are keen to purchase the rights to further Psygnosis titles, with *Krazy Ivan* and *Adidas Power Soccer* already confirmed as Saturn conversions. Sadly the said titles were, whilst being attractive to the eye, lacking a lot in terms of their gameplay. But with such an impressive back catalogue of games, a firm deal with them could prove to be pretty cool news!

Things seem to have taken a turn for the worse, recently Sony put Psygnosis on the market for a staggering £150 million. Yet now they want to hold onto their 'Golden Egg' but the firm want more freedom to be a multi-platform developer. So, we'll keep 'em crossed and hope for a new deal between them and us.

Saturn Resident Evil

Rumours still persist that there is indeed a Saturn version of the stunning Capcom title *Resident Evil*, if you haven't yet heard anything about the game, where the hell have you been? The game is a gory adventure, based around a huge mansion, whose inhabitants have been infected by a genetically engineered virus, turning them into flesh eating zombies. The game was top and sold by the bucketfull, so a Saturn version will be greatly received.

The new version is said to have many more additional features, unseen in the PlayStation version, as well as the game's atmosphere, great graphics and plenty of gore galore!

Unfortunately no official comment has been made by Capcom, as to the production of the Saturn version, so in the mean time we'll keep 'em peeled!

Enemy Zero

Imagine a scenario similar to that of *Aliens*, only this time the nasty that's running loose aboard this particular spaceship, is more akin to the Predator, with his chameleon-like powers of invisibility. Before you all start crying, this doesn't mean it's another dreadful Alien vs Predator game. No sir. *Enemy Zero* is in fact a scary new adventure from the people who brought us the sinister *D*. The new game will be similar in format – once again the locations are rendered which, though severely limiting the feeling of freedom, means we're guaranteed some serious atmosphere. Preview next month.

Saturn goes supersonic

It's been a long time coming but the little Blue Hedgehog with the big red attitude is finally preparing himself to appear on the Saturn. His farewell Mega Drive outing, *Sonic 3D*, was well nifty and a fitting swansong to his 16-bit career. However you can't keep a good hog down and *Sonic Extreme* is looking just the job to catapult him to 32-bit stardom.

Just like the *Sonic* of old, this is gonna be fast, furious and, unlike earlier titles, all rendered in full 3D. This is going to be the most sought-after title of the year, almost certainly. There aren't that many game characters who can truly be hailed as legends but Sonic is one. Nothing else came close on the Mega Drive and the Saturn's platform stars are generally fairly lame. *Gex*, *Johnny Bazookatone*, *Rayman*, they're all looking pretty staid. Even *Bug* looks slow and uninspiring by today's high standard although the sequel is looking well smart.

Get ready for a mega look at the game of 1997 real soon. Sonic is back!

Bug Too!

The original *Bug* game revolutionised people's perceptions of platform games on the Saturn and now the much-awaited sequel is at last reaching the conclusion of its development. Gameplay will be in a similar vein, with *Bug* walking left and right, as well as in and out, but loads of new features are to be expected, as well as a mega graphics overhaul which, as you can see, makes it one of the best looking games that's around at the minute.

There'll be six levels but don't let that put you off. They're gonna be massive and there'll be loads of new bonus games, even better than those in the first *Bug*! New end level bosses will also be on hand, to dish out their own brand of jaw-dropping graphical nastiness. Should be an absolute belter. Review next month.

Mega Man 4

Mega Man seems to have even more episodes than EastEnders, however they all seem to come out on different formats, so you'd probably have to own about six consoles just to play 'em all! But still, *Mega Man 4* is looking set to carry on the great traditions of the rest of the series, with loads of new platform levels and millions of bad guys just waiting for you to give them a good thumping. For the uninitiated, *Mega Man* games might seem like just another bunch of platformers but they have a very loyal following out there. Their success is based on having just the right levels of challenge and playability. From the Game Boy to the SNES and through onto the next gen systems *Mega Man* has been a success wherever he's been and *Mega Man 4* on Saturn is going to be no exception.

Make no bones about it

Mr Bones (no folks, it's not Dr McCoy's Dad) is on his way to the Saturn and he means to rock out getting here. He is in fact, as his name might suggest, a skeleton. Presumably in life he was called something like Mr Skin and Internal Organs, which in turn probably explains why he's now dead, so to speak. Which lead us onto another point – the fact that Mr Bones is a platform game which almost certainly means the player will have a certain number of lives to play with. However with Mr Bones being on the other side of the pearly gates as it were, I suppose these would more appropriately be called deaths.

Crikey, I think I came over a bit peculiar there! Anyway, Mr Bones is a platformer with nifty rendered backgrounds and cool guitar music playing, as our skeletal hero leap, bounds and jams his way through the wackiest action since, well, the last dose of wacky action. Lookin' good!

Coverdisc Instructions

UNLIMITED Time On Circus Fantasia Table!

Pinball Graffiti is, as you can see by our 91% review score, a very fine game indeed. Featuring three tables, multi-player action and a unique 'story' mode, it's easily the best pinball game you can buy for your Saturn.

Our exclusive demo allows players INFINITE time on the Circus Fantasia table. To the best of our knowledge, no pinball game demo has ever given away so much. The reason for this generosity? Well, so confident are JVC that you'll like this game, they felt you should be able play a table properly. After all, merely giving away one minute of play per loading, wouldn't allow TOTAL SATURN readers to explore its many features. With the TWO balls provided, players can get to grips with table elements such as the Multi Ball, Animal Drop Targets and Lane Changes.

PINBALL graffiti

How to play

Place your demo disc in the Saturn drive and load as usual. The following buttons are for use while 'in play'...

D-PAD LEFT:	Left Flipper(s)
C:	Right Flipper(s)
A:	'Plunge' shot.
L AND R BUTTONS:	Shake the table
START:	Pause

The following features can be used after pausing during play...

A:	Change Dramatic Angle
B:	Change View Mode
C:	Display Game/Points Data
D-Pad:	Rotate Table
L:	Reduce table size
R:	Enlarge table size

Pinball Graffiti's various views are too numerous to relate in the space we have, but you can experiment with those provided to excellent effect.

Fighters

Megamix! Cool! Boy aka! Boy aka! Throw your hands up in the air. You know the score! Massive. No, no not that kind of megamix, you crazy fool!

Out of the many stars in the Sega universe, no one shone brighter than *Virtua Fighter 2* with its high res graphics and wealth of moves and combos, the game achieved what was thought to be impossible, it actually bettered its arcade father!

Many fighting games have followed but none have lived up to the overall shine of *VF2*, to make matters even worse the mighty *Tekken 2* arrived on the Sony PlayStation which, while it kills us to actually admit the fact, stole *VF2*'s fire completely!

We strongly believe that Sega's new beatie could easily steal the *Tekken 2* crown and pronounce itself King of the Beaties! The new title in question is AM2's *Fighters Megamix*, which basically means every single fighter from any Sega game is in here, baring their teeth.

In a peaceful mossy glen where stately and majestic trees dapple the fading daylight, a right royal trouncing is about to begin.

Oh yes, every character from *Virtua Fighter*, *Fighting Vipers*, *Virtua Cop* and even ten secret pugilists have been thrown in!

For all you fighting loons out there, you can now finally find out who would win if Arira had a bit of knuckles with the mighty Jane, thus settling all those drunken arguments you have with your mates.

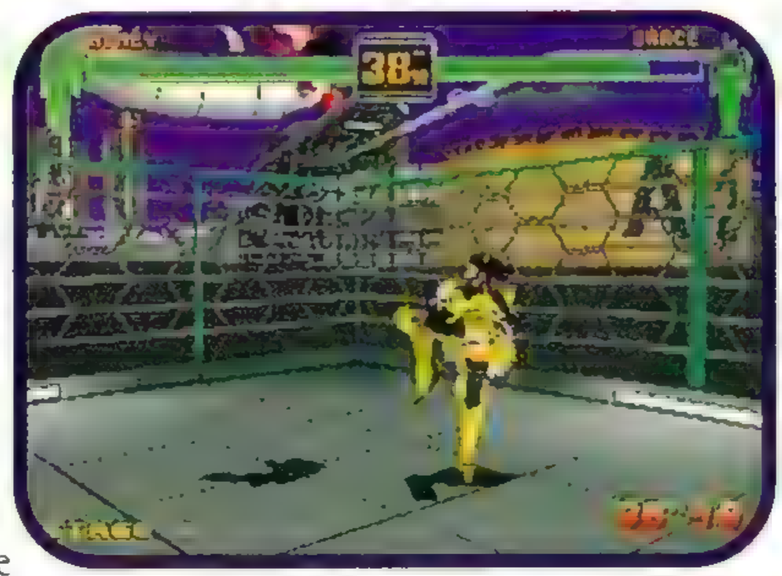
Enough of this mindless banter, you want to know what the game has in store for you, don't you? So, if you're sitting comfortably children, we'll begin!

With twenty-two instantly selectable fighters, plus the secret bods, we are presented with a massive thirty-two characters to slap about. Everyone knows that beat-'em-ups are at their best when played with a friend but, for all you sad and lonely people out there that haven't a friend in the world, we have some good news! The standard one player mode of

One in the eye for Mr Pigtail!

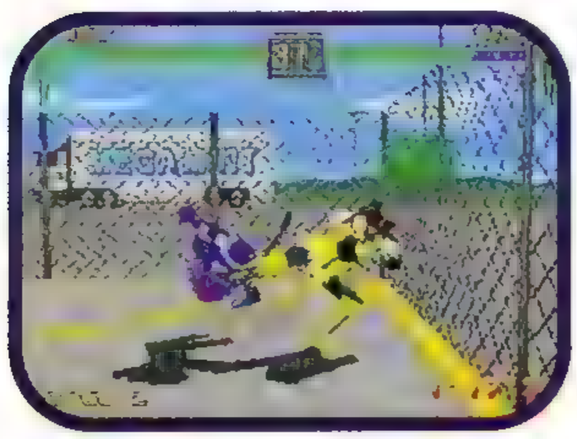
Megamix

both *Virtua Fighter* and *Fighting Vipers* has remained virtually the same as before. This means they're just about as playable as is legally possible! But AM2 are really spoiling us – they've also updated all the options available, to include eight new separate routes for you to take, including Novice, for all you wimps. These include *Virtua Fighters*, where you only get down to it with *VF* characters. *Fighting Vipers*, where – oh, take a wild guess –and Girls, where you only take on the ladies , which is definitely not a soft option, believe you me!



With the completion of each of these routes the player will be given access to a, now playable, secret character. So, when each level is finished, all ten secret players will be yours to do with as you wish! (Which some of you may think is great if you're into computerised women).

Also for the single player, they've included a Survival Mode. In this mode you will attempt to defeat as many opponents as possible, in a set number of rounds or to a time limit. You can set the time to either three minutes, seven minutes or the seemingly endless, fifteen minutes, which is probably harder than an angry monkey with a chainsaw!



Lacy trim, monster shoulder-pads, an alice-band and nasty gauntlets cannot hold back the fury that lurks within. Or something.

The player has a single energy bar which is not refilled after each round, making for a considerable challenge indeed! Once you are finally defeated your victory count will be displayed, so you can push out your chest with pride – or sink to the ground in dismay, whilst the people around you queue up to laugh in your face!

The luverly Team Battle mode is back too – just like in *VF2* and *FV* – you can select up to eight players and fight in a tournament, either against the computer or fighting with a mate, which is a great idea and a fun way to while away a few hours.

One of the nicest new editions to the game is the Training mode, basically the same as the one which was featured on *Fighting Vipers*. This places you in a boxing ring, facing off against a character

made up from bubbles, looking rather like one of those blokes from the crap *Ballz* game! By pressing start, a full list of your players moves can be accessed, so you can hone your skills. When a move is finally perfected an OK message pops up on the screen so, after a bit of practice, you can become quite tasty without even getting your butt kicked!

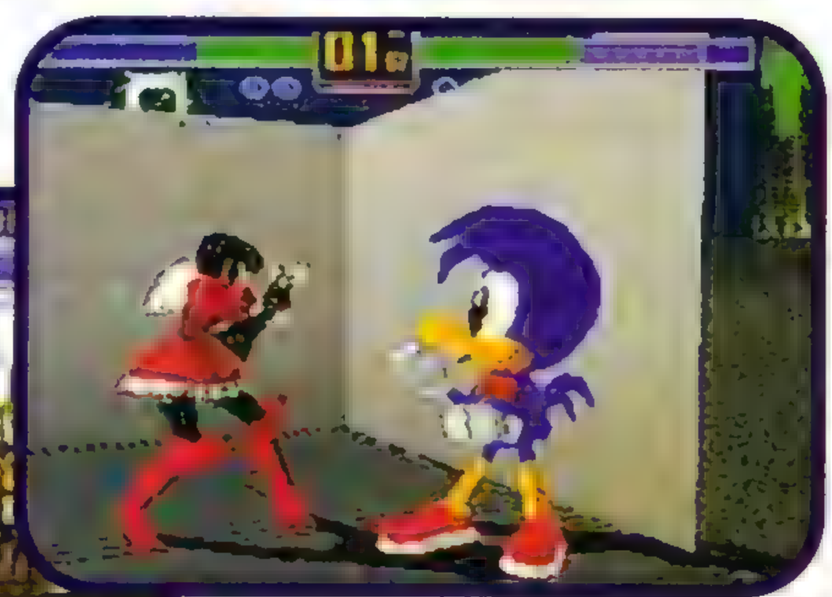
Don't fret though, all you fighters out there with a buddy or two are more than catered for with the usual VS mode, where you and a mate can knock the stuffing outta each other for a set number of rounds. Not only can you choose the amount of energy of each fighter but also the length of the stage the battle is fought upon!

Boy, oh boy – there are enough of these stages to choose from, with a whopping thirty-three on offer, including all the stages from *VF*, *VF2* and the cages and walled in levels from *FV*. Thankfully AM2 have had the good sense to remove all the ring outs from the *VF* stages – a deletion which will only add to the game. I mean, there's nothing more annoying then losing a game, simply by falling feebly off the edge of a platform, dag nam it!

One of the major new inclusions to the game is the Escape Button, which is a direct swipe from *VF3*. By pressing on the shoulder buttons, the player can side step to avoid an oncoming attack – which adds even more strategy to the most complex fighting game ever. The side step button can also be used to break combos, which makes it worth its weight in gold!

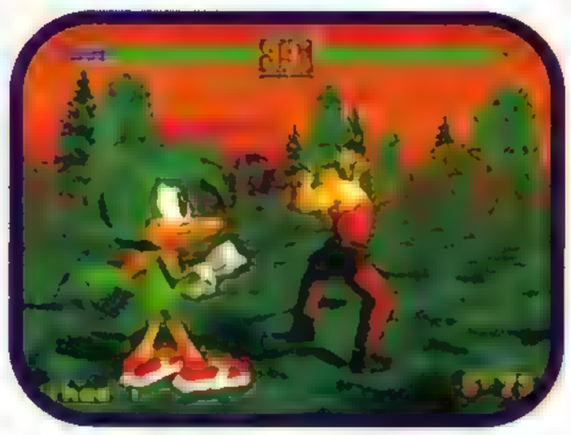
Another steal from *VF3* is the inclusion of the character's new moves, such as Wolf's grappling from behind attack and Pai's new flip kick. This is a good indication of the up and coming release of the Saturn conversion of the arcade classic, which we reckon will be the business!

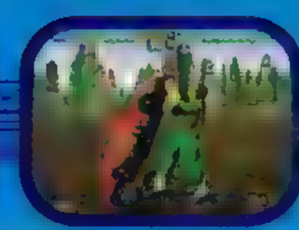
Most of the main characters you will be familiar with – all the your fave *VF* and *FV* characters are in here – but some of the other faces in the crowd may ring a few bells. All the main bosses from the two games are here – and are instantly selectable – including

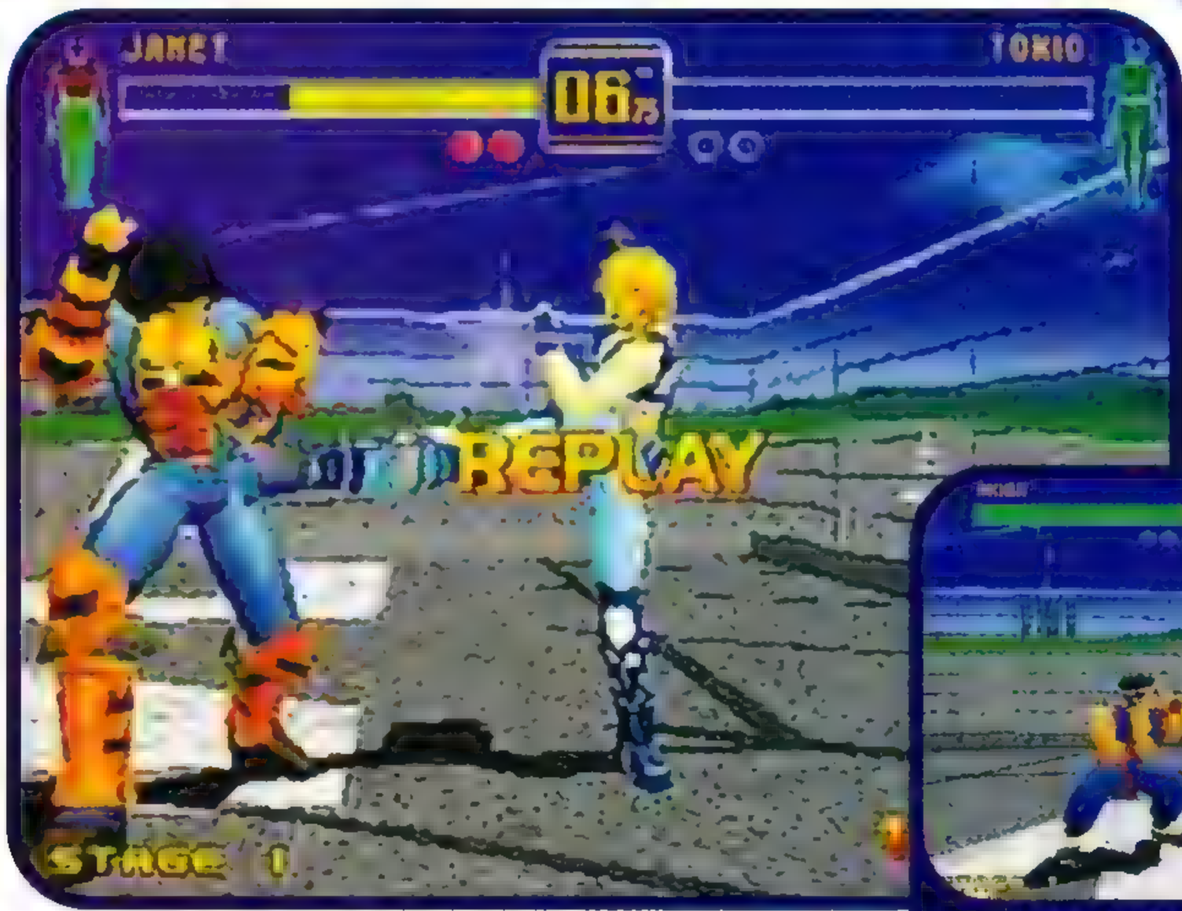


Mrs Fairy toes versus Mr Fluffy Bum – feathers will fly.

Chucking ingredients into one big mix can have bizzare results – how about a giant rooster and an oriental warrior in a cowboy cage?







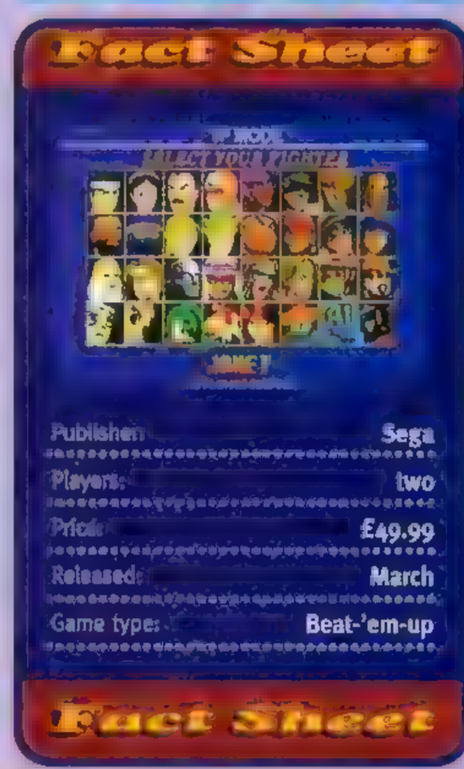
If you looked like that you'd develop fighting skills too.

Dural, looking more like her *VF3* counterpart and Kumachan, the big bear from *FV*, looking and playing just as poo as in his last appearance!

The secret characters have also been recruited from the Sega back catalogue , such as Janet Marshall, a *Virtua Cop 2* character and New Candy, which is just Candy in a different costume – but most interesting, is the inclusion of two of the *Virtua Kids* characters Kid Akira and Kid Sarah, which may make for some interesting bouts...

With all the additional features, new characters, new moves and all the lovely backgrounds, it sounds like a completely perfect product. Well, it's nearly there – the only flaw is that the graphics aren't high-resolution like *Virtual Fighter 2*, meaning that the characters have lost their sharp look! Still, the game's light effects have been improved greatly, so that can be forgiven. Sega have also included a stunning fully rendered start up sequence of the fighters in all their FMV glory.

With Sega Europe pushing for a March Pal release, this could be the game that turns the tide for Sega! We'll keep 'em well peeled for a review copy as soon as one becomes available.



Cast of Characters...

A little selection of the awesome characters on display. Some old faces make a very welcome return to the fray, facing off against some new boys and girls and some much needed bizarre characters. Whilst lacking the odd flavour of some of the Tekken 2 pugilists, the Fighters Megamix fellas more than make up for their lack of personality with some stunning moves most of which have been tweaked since their last outing, plus their great graphics.

On the whole a varied and mixed bunch, with no instantly crap fighters, with each player with a little time and effort proving to well worth their inclusion. What more need we say?

Mechwarrior 2

In this robot game you're no hero — nope, you're a low down mercenary killer, hired to make money out of dirty deeds...

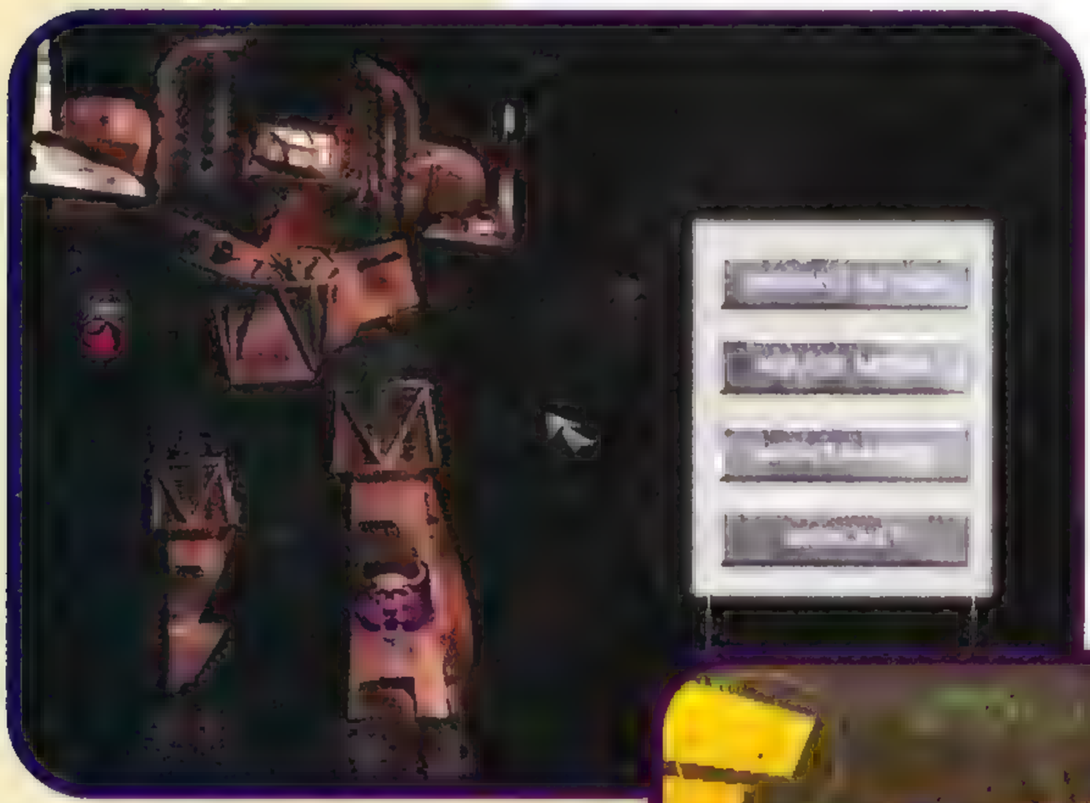
Clocking on for work was never so exciting in the old days.

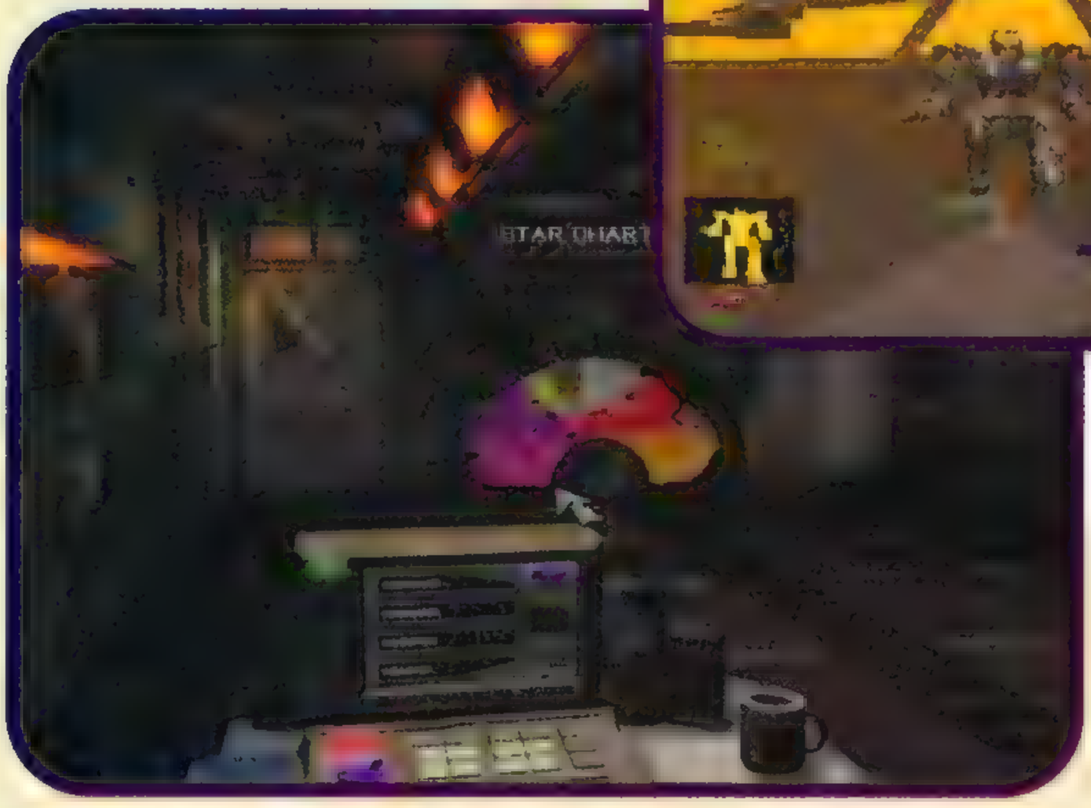
In brief: big robots in futuristic setting, kicking each other in the head. Oh, there's a kind of strategic overtone, too...

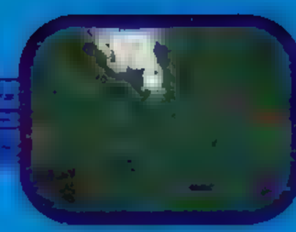
Mechwarrior? What's that? It goes without saying that we at TOTAL SATURN like to keep abreast of happenings on other formats. Why, ignoring the PC, PlayStation or even the 3DO (snigger) would be tantamount to gross stupidity. For example, taking a glance at a PlayStation release schedule, can often inform the knowledgeable Saturn owner what to expect to be half-heartedly converted in about five to six months time... while occasionally, yes just occasionally, a PC game can actually pop up on Sega's little machine, all unexpected like.

Yes, *Mechwarrior 2: Mercenaries* is just one such title. A product marketed by the delightful folks at Activision — oh, and Ben — it's a game capable of frightening a PC hard drive from one hundred paces. Visually wonderful and reliant on a mother of a Pentium in order to run faster than, say, not at all, it enjoyed extremely favourable reviews after its PC launch at the end of last year.

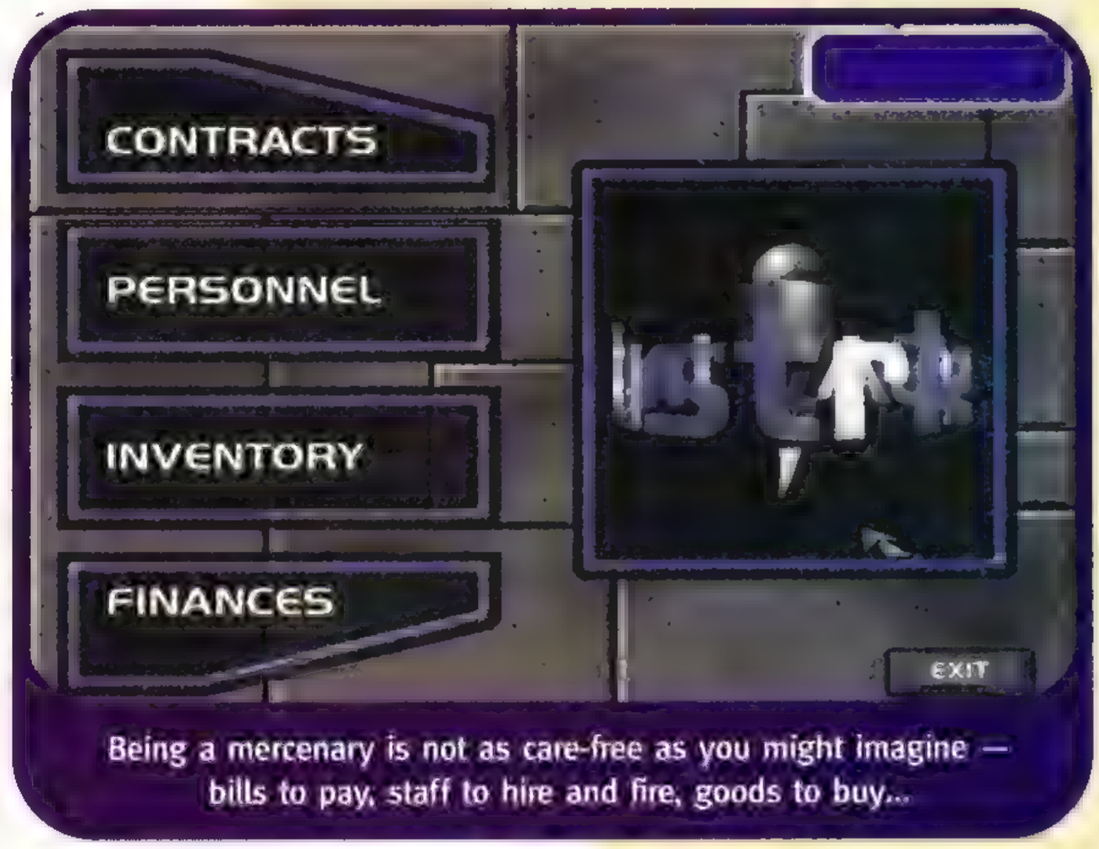
Fighting robots? Isn't that like...: Of course, as far as the Saturn version goes, it's unlikely that potential buyers will be aware of any of *Mechwarrior*'s predecessors, leaving Psygnosis newie *Krazy Ivan* as the only available benchmark. Although it's really a little early to be making any sweeping statements such as the one that follows, it's perfectly plausible that *Mercenaries* will be the better game of the two. For a start, it offers some welcome new strategic elements, providing more than endless blasting. Secondly, it's a newer title.







2: Mercenaries

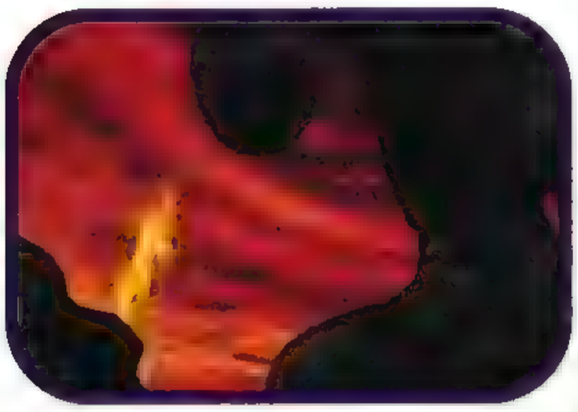


Being a mercenary is not as care-free as you might imagine — bills to pay, staff to hire and fire, goods to buy...

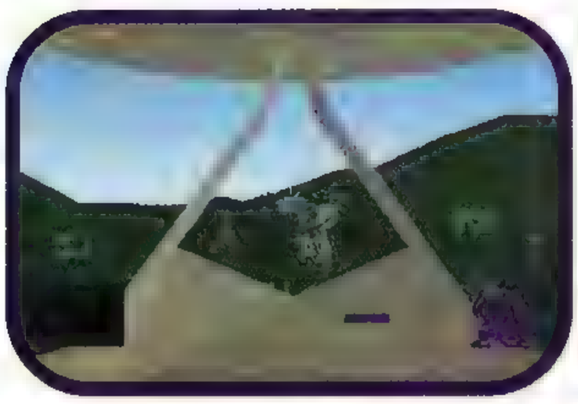
Krazy Ivan, although an enjoyable game, is getting on a bit now — its conversion had to be delayed for a set period of time, due to the obvious close connections between Sony and Psygnosis. Finally, *Mercenaries* looks astounding on a PC. Just think how well it'll move with the Saturn's hardware slaving away behind the scenes. The facially-based ingestion facility oozes oils at the prospect...

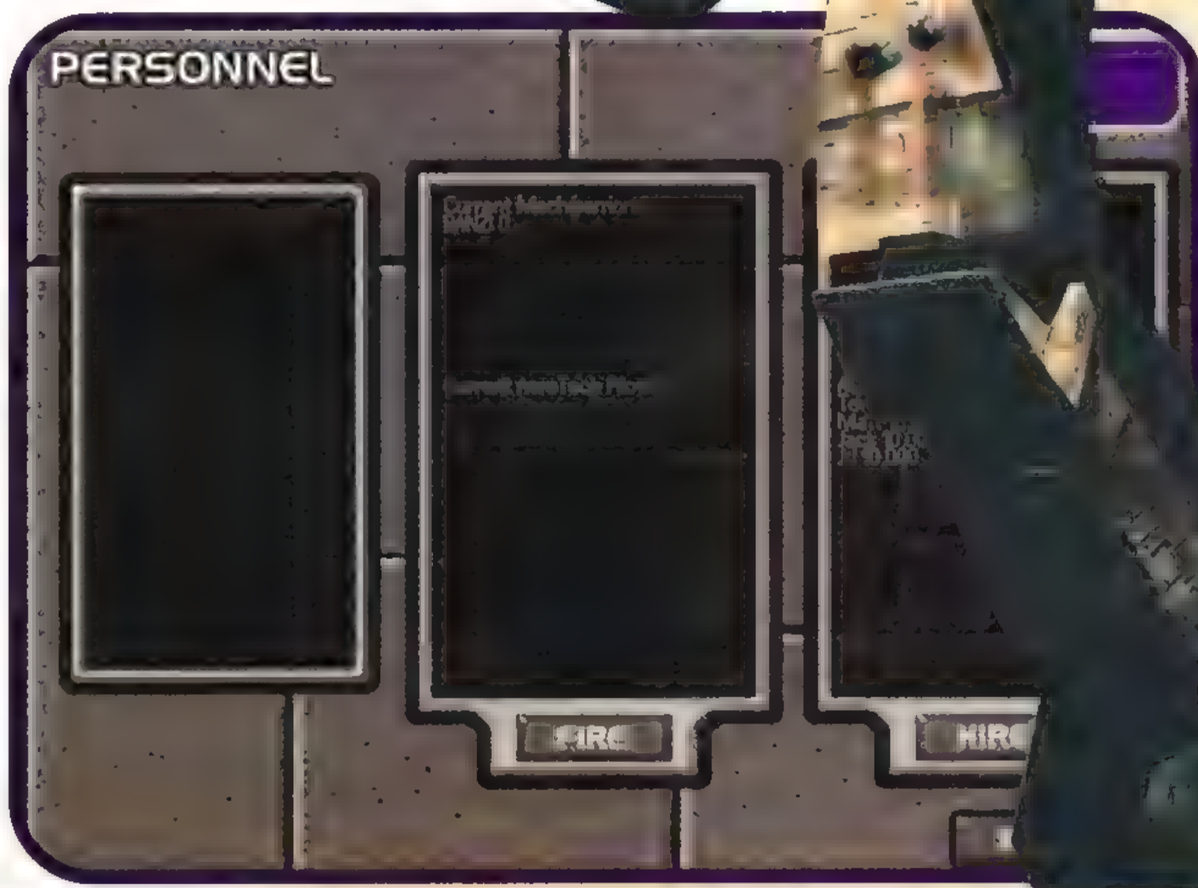
What's it all about? Cast as a pilot of huge fighting machines — the Mechs of the title — all action is based during the so-called Third Millennium of human history. With all the fuss of colonising loads of solar systems out of the way, the human race has apparently decided it's time for a good 'ol full-scale galactic war. The reasoning behind this? Well, the Emperor died. With a funeral not sufficient ceremony to punctuate his passing, the lengthy battle-fuelled chaos that follows decimates planets and indeed, most of the Mechs involved in the said destruction too. Lamentably, codes of honour regulating combat between Mechs suffer through this, leading to much scavenging and stealing.

Care to write some bit of self-indulgent nonsense in here, writer? Well, at this point you can well imagine that, much like

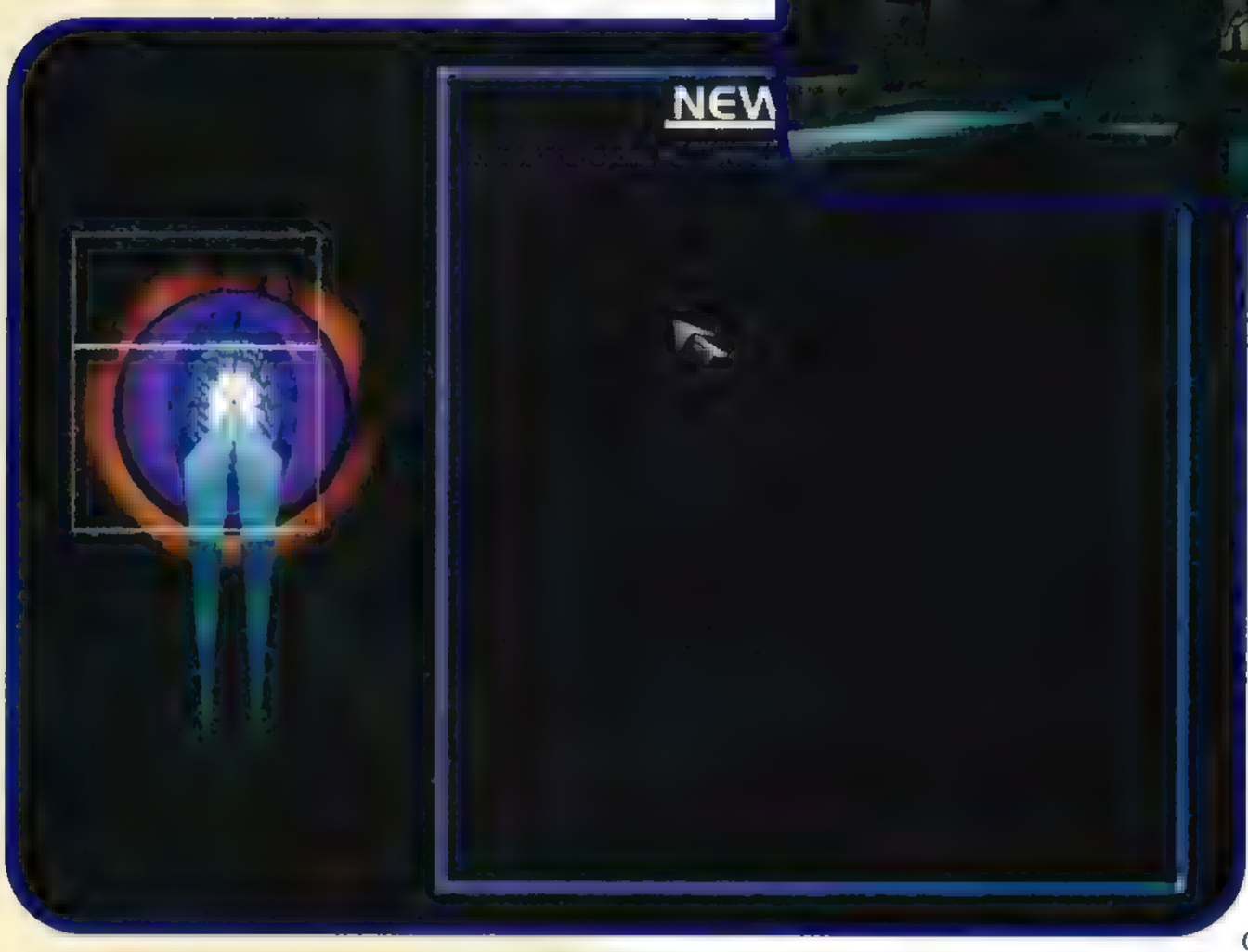


From a Mech's eye view...





Never mind making dramatic gestures, sonny — where did you get that nail varnish?

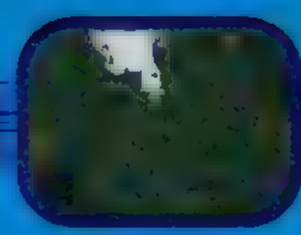


the sociologists of today study and write bo... sorry, reports on the breakdown of the nuclear family, their counterparts in this futuristic scenario, mutter about the breakdown of the nuclear killing lethal robot death monster machine. From a safe distance. In a bunker. With several changes of underwear handy.

Can you get on with the preview now? Okay, okay... you see, Mechs are pretty damn rock hard, with huge arrays of weaponry at their disposal. However, like all machinery other than, strangely, the milk float, Mechs do break down and require repairs and replacement parts. With the various global economies, old landscapes and shopping centres laid low through misfortunes of war, nipping down to the local handy Quick-E-Mart for a replacement leg, ain't an option for Mech pilots. Nope, they have to damn well fight for the right to own a fully working robot. Ultimately, players could progress through various missions and end up with a veritable Frankenstein's Monster of a Mech, but who's likely to worry about a hundred foot tall robot not being aesthetically pleasing? A passing Clothes Show reporter would probably forget all about the potential of sarcastic comments and get on with the far more important business of legging it...

So you play the pilot and not the robot? Yes. As a graduate of the Tri-M Mercenary Academy, there are plenty of money-earning opportunities in the barren lands of well-hidden plenty provided by Activision's coders. Starting as a novice, players can begin with a series of simplistic missions, so designed to maximise familiarity with game controls and generally getting about a bit. Completing objectives can lead to hefty cash

A menacing presence hovers over the forbidding war-torn landscape. It's Club Hot, the happening spot if you're a 'bot.



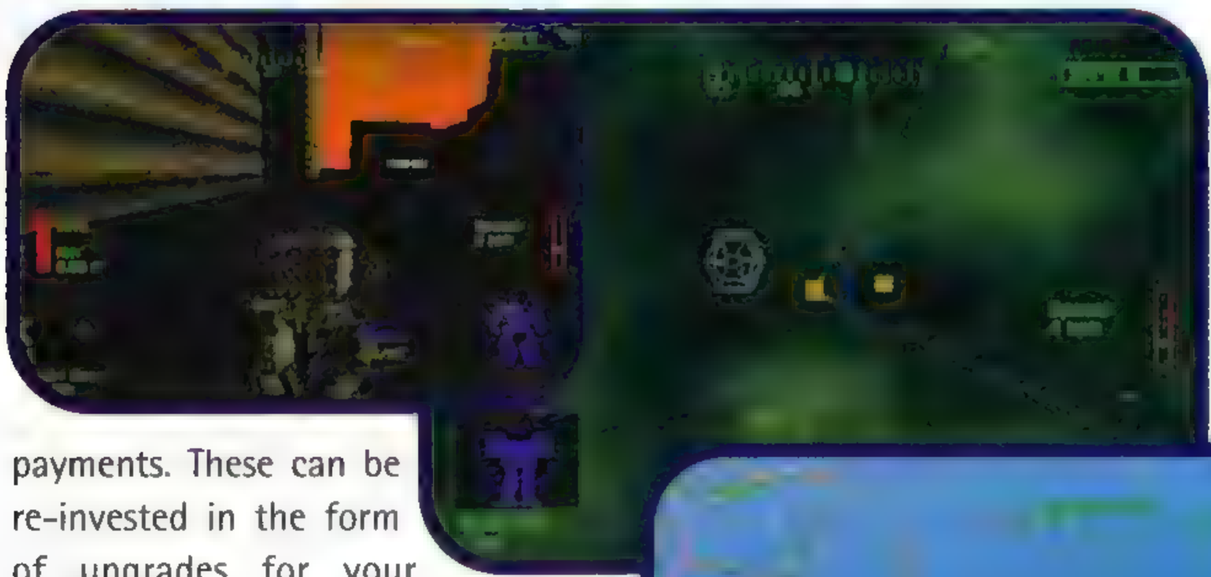
It takes all sorts.

Bombardier

Cicada

Factory

Thug



Skinny Mech can run faster but Fat Mech is harder — who will win?

payments. These can be re-invested in the form of upgrades for your Mech, technical people and your very own mini-army of lethal robots. These, obviously, can further facilitate the earning of increasingly large numbers of lovely C-Bills, as the currency of the time is known. While you obviously start off with a 'bot like a £1.99 kit model Zoid, you eventually get to control the real life equivalent of a £30, top of the range Transformer. Whether it's Optimous Prime or Megatron you represent in your mind's eye, you'll soon be regretting you couldn't be a bit more like the ultra-cool Grimlock... but that's another story.

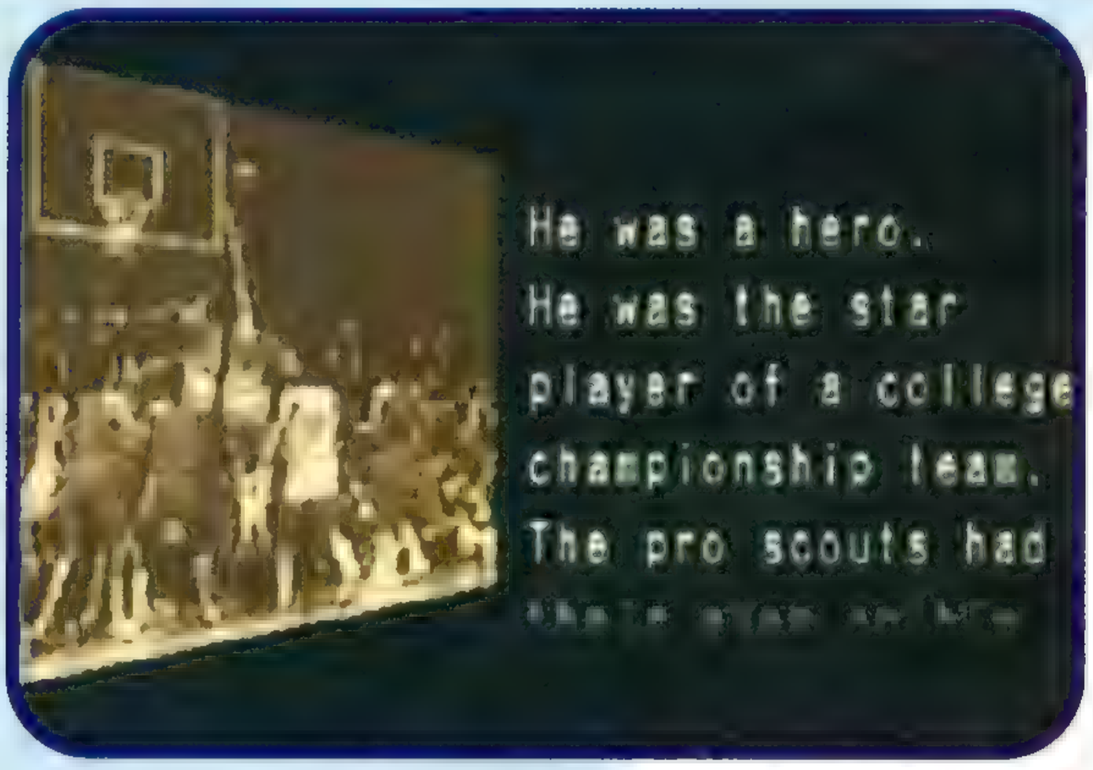
Any cool technology other than weapons? Obviously, you'll want to know what's going on around you while pummelling an opposing Mech into submission with extreme laser death. Activision, ever responsive to the needs of the gamer before they notice a craving themselves — the tenner's in the post? — have so thoughtfully provided you with a very cool and highly fearsome wee collection of heads-up displays and radars to glance at. Hopefully, these will make all manner of satisfying 'ping' noises once the final code is completed. Checking out damage reports, targeting information and navigational assistance, are but three of the many tricks a clued-up Mech pilot can perform.

Mechwarrior: 2 Mercenaries could be a game to enthral Saturn owners everywhere. However, it's important Activision don't feel obliged to make it more of a 'console' game, cutting too much of the strategic overtones that give its PC version an edge. With luck we'll have a full review next issue – an on-sale date will probably fall in March...

SATURN

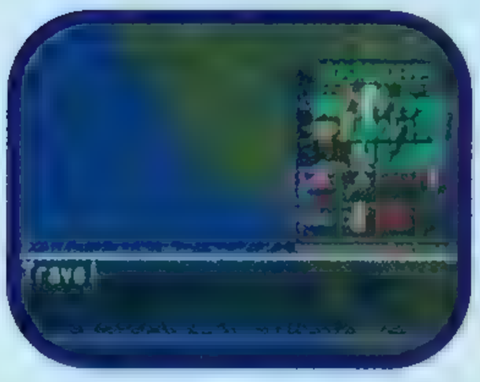
Fact Sheet

Fact Sheet

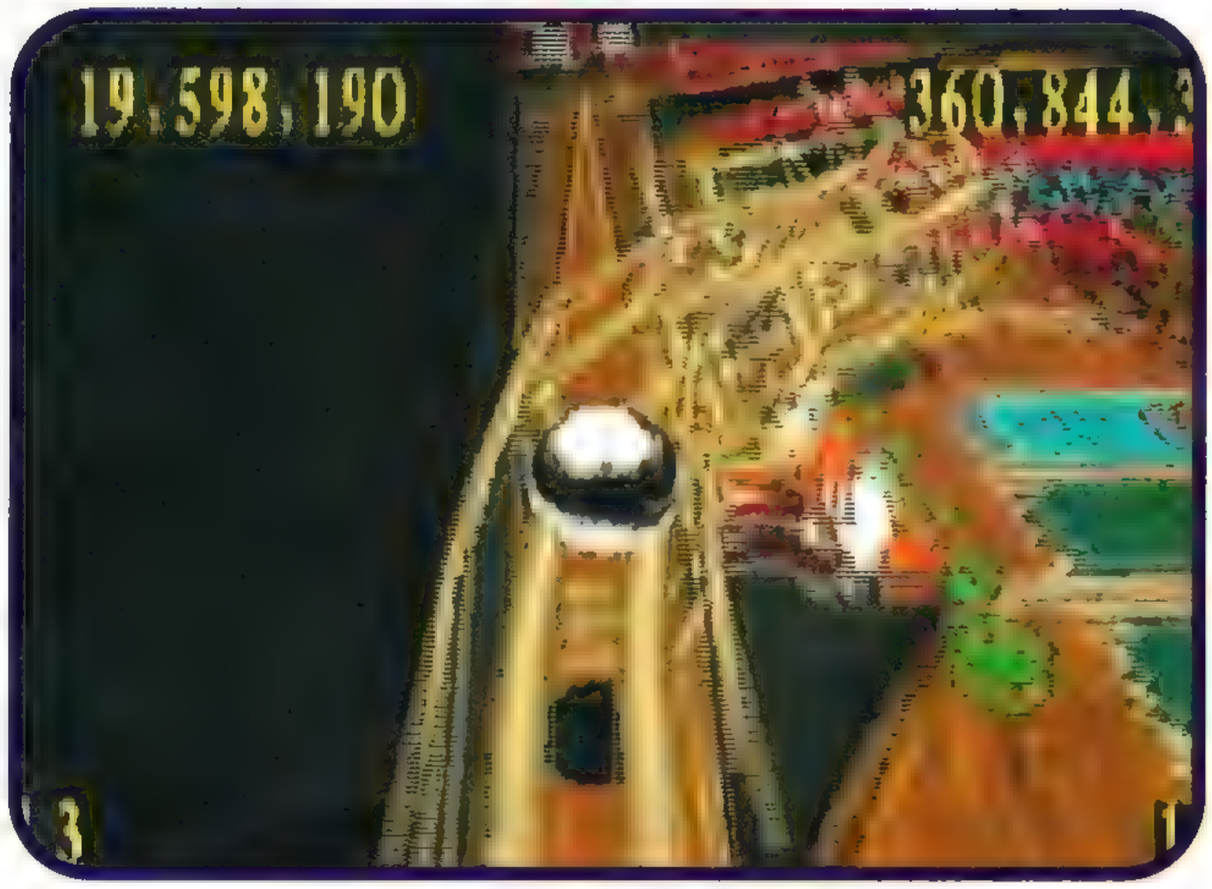


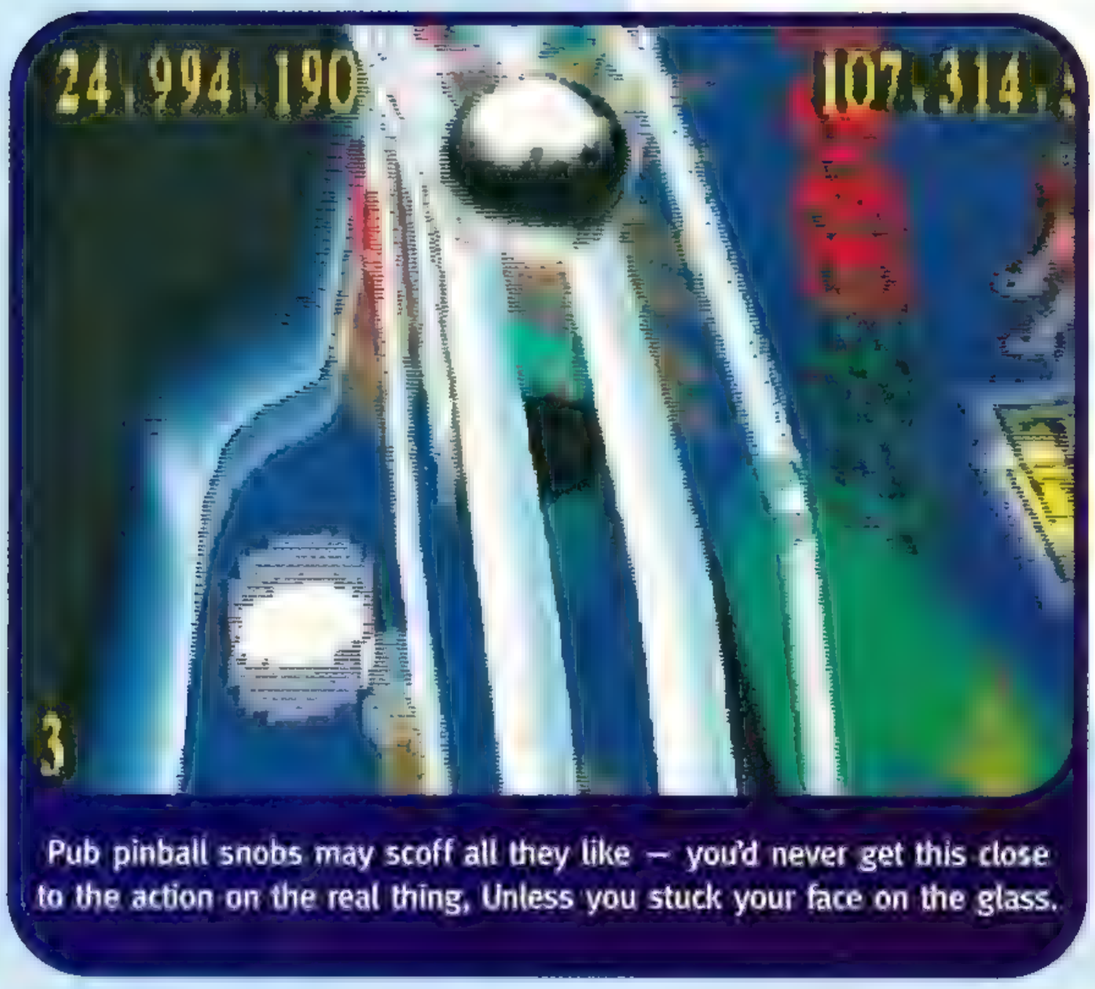
Pinb Graf

Pub pinball purists step aside — there's a real console sim on the loose and it's a beauty!


A pinball junkie has to travel to where the action is.

There have been a fair number of attempted pinball conversions over the years, but very few have been of a quality high enough to avoid the almost inevitable 'balls' analogies. This is very sad, but a symptom of a sorry illness – computer magazine writers really are the Ebola virus of the publishing world, turning all healthy languages into liquid crap. But I digress. Pinball's all about small metal spheres, things with flashing lights and more things with flashing lights that go 'ping' or 'dong' when you hit them... not to mention congealed lager and cigarette ash embedded in the table's glass top. It's about putting a quid into a machine and confidently slurring at a few friends that you'll 'take them all on'... and how you once got ten million trillion points one night. Y'know, that night when you all went to a different pub? Ahem. It's a game that surely everyone has played at some point – often badly – where unfeasibly high scores can be accrued, through sheer luck alone. Ultimately, skill and practice lead to the satisfaction of a deserved high score... but then sometimes they don't. Some would have you believe that pinball is totally unconvertable, that its metaphorical spirit is neutered by the limitations of the console, the TV and the environment which they traditionally reside in. But then, in the true spirit of a world where Gillian Anderson can be voted 'Sexiest Woman Alive', over a million Americans claim to have been involved in some form of alien encounter and a small





Pub pinball snobs may scoff all they like – you'd never get this close to the action on the real thing, Unless you stuck your face on the glass.

all Graffiti

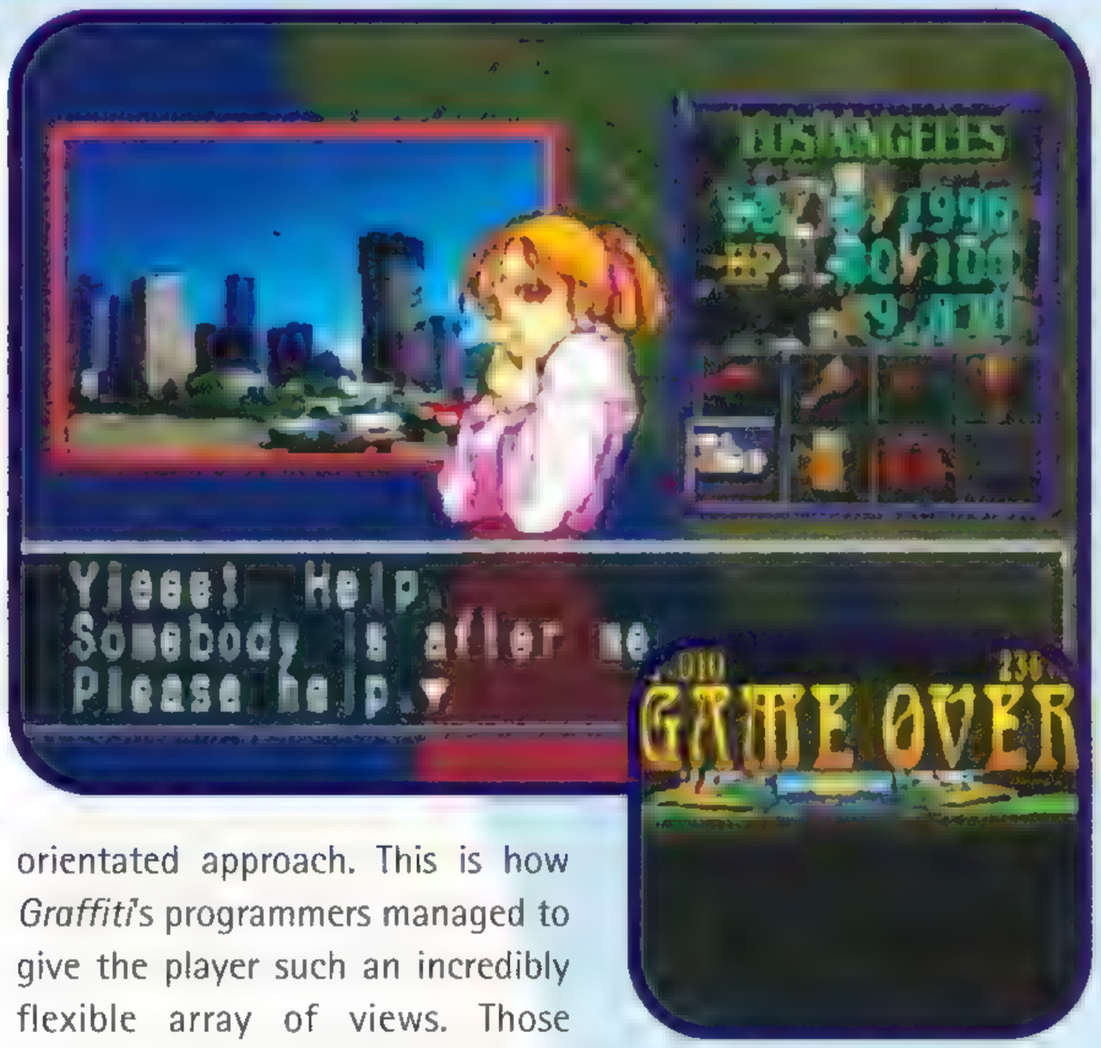
number of individuals could even *consider* buying a Mega CD, isn't it plausible that a company could actually produce a decent version of the game for the Saturn?

Pinball Graffiti is JVC's first foray into an oft-maligned genre, an ambitious attempt to use a console's capabilities to improve upon a basic theme. What it lacks in real-life atmosphere – smoke, crowd noise and a mate gobbing in your drink while you're not looking – it makes up for in terms of stacks of innovative goodies. Consider yourself used to the 32-bit prerequisite that is the 'alternative view'? *Pinball Graffiti* is eye candy, a sheer symphony of of impressive visuals and camera angles... and we defy anyone not to be even just a *little* bit impressed. From the basic top-down to a 'ball camera' that takes you on a roller-coaster ride around the table as you play, there's no doubting that there's a viewpoint to suit everyone in *Graffiti*'s repartee.

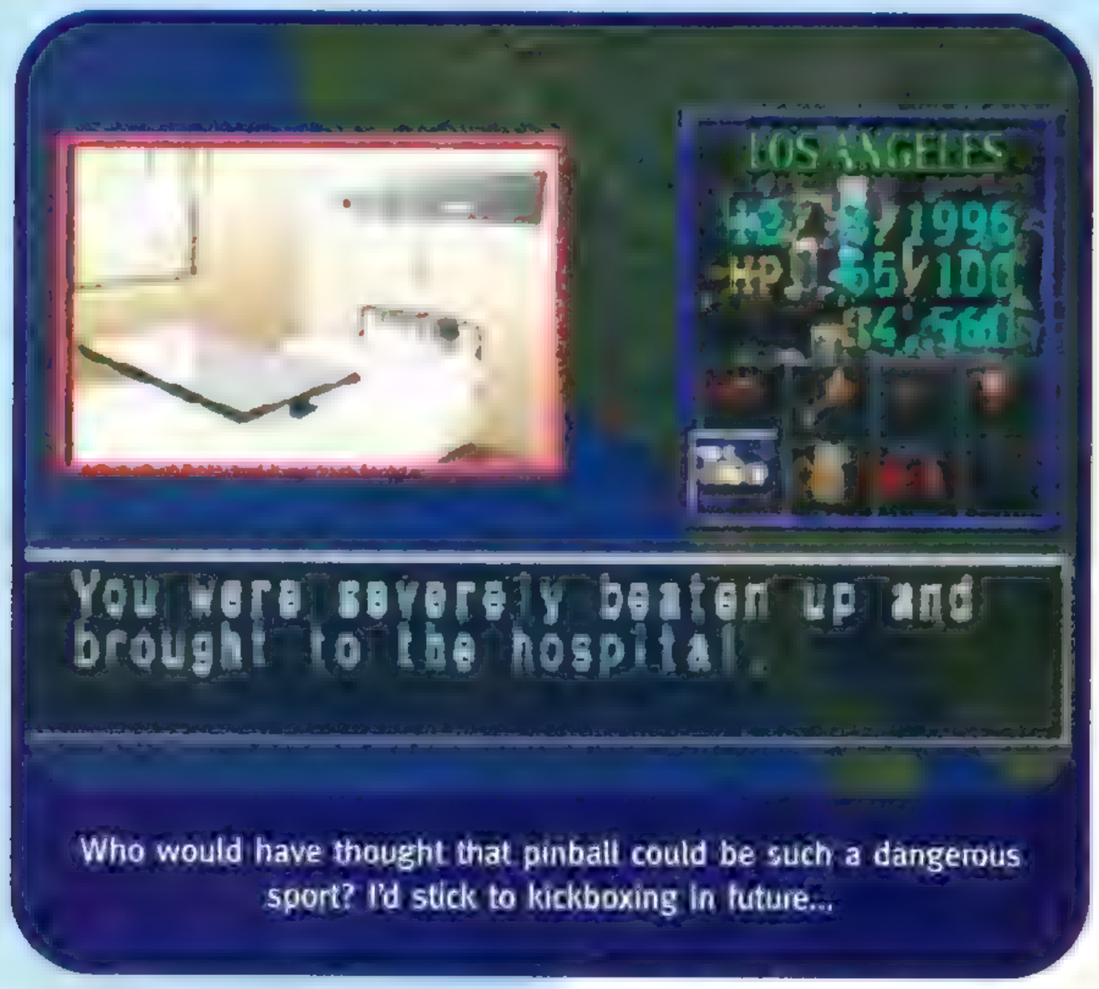
Table-tastic!

Pinball Graffiti offers three tables in all, each with its own distinctive layout and features. For the beginner there's Card Master, the easiest of the trio. It's a table that newcomers will polish their skills on, veterans clean up on. Basketball Legend is a table based on the life of your character in 'Story' mode... but more on that later. Finally, there's Circus Fantasia, a table with four flippers and an initially bewildering layout. All three can either be accessed from the main menu, or played as or when required in Story mode.

Unusually enough, all three are polygon-based, spurning the traditional pre-drawn or sprite orientated approach. This is how *Graffiti*'s programmers managed to give the player such an incredibly flexible array of views. Those expecting JVC's offering to look inferior as a result of this are in for a shock, as it's undeniably the best looking pinball game I've seen – arguably better than Empire's *Pro Pinball* on the PlayStation. Finding the view best suited for your playing style is half the fun; often, it's even possible to need two



Yes, you lost but at least there's no one to laugh at you.



Who would have thought that pinball could be such a dangerous sport? I'd stick to kickboxing in future...

perspectives to switch between in order to perform at your best on a table. For example, I found the Card Master most playable with a scrolling 2D perspective, but this is virtually useless once you've activated the multi-ball. Fortunately, a quick pause and a press of the 'B' button leads to a change of view. Incidentally, while performing that action you can check out your current bonus score and other such parameters. *Pinball Graffiti* is simple to control, configure and play. Its three tables and its superb visuals alone would make it suitable for a most hearty recommendation, but wait, there's more to come...

Graffiti's Story mode is perhaps the strangest extra to be found on a pinball game ever. Your character (who, naturally, can be named after yourself) is a former basketball star, who sustained leg injuries while saving a child from a car accident [sic]. His legs healed [sic], but he was unable to play basketball [sic] as he once could [sic] and chose pinball stardom instead [sic]... and so on. Even though the writer responsible for that 'story' should be put on trial for crimes against creative literature and, indeed, humanity, you'll be pleased to note that it interferes very little with this game mode. Starting in Los Angeles, players begin as Grade E pinball players – the lowest of the low in the rankings. With the obvious assistance of 10,000 dollars, the objective is to become a Grade A player (amongst other things) by eagerly competing in numerous tournaments all across America. Each competition has its own specific individual grading, limiting access to those suitable to compete – so, for example, a Grade E player can't enter the Grade B tournament that takes place in Los Angeles every month.

Before entering such competitions, you can nip down to a local bar. This option is available in every city you visit, allowing you to practice on one of the three tables available in *Graffiti*. A bystander steps up to provide a competitive edge, while the option to either shoot first or choose the table, can often be decisive in these friendly bouts. Winning here can help you gather extra information on tournaments or table features. You can also often acquire relevant knowledge in a number of other ways. For example, finding Eric allows you to buy videos with technique information and lists of tournaments relevant to you, while

visiting the local shop can provide you with a copy of a pinball oriented magazine, packed full of hints and tips. Wheee. You can travel between cities either by plane (at a cool $200 per ticket) or by car. Buying an automobile is ultimately the best investment, although it takes you longer to arrive at a destination and, as an additional side effect, it drains a fair amount of your energy. You see, it transpires that being a pinball star wanabee is a tiring business. Go too long without resting and you could end up with huge hospital bills. However, a cheap stop at a motel is a good way of avoiding that...

There's a lot more to the Story mode than I've mentioned above, but most of its content is mildly diverting nonsense. Playing in tournaments and rising through the ranks does add a lot to *Graffiti*'s one-player appeal. However, those with a hankering for multi-player games won't be disappointed, either.

JVC's ball-bashing extravaganza allows four-player competitions, with pad-passing facilitating the arrangement. This is yet another feather in *Graffiti*'s cap – after all, to omit such an option would be almost criminal.

Get big money bonuses for smashing the light bulbs.

Final scores

I suppose there should be a conclusion around this point. *Pinball Graffiti* is the best pinball game on the Saturn. It's attractive, has a huge array of background songs – from elevator music to heavy metal, I kid you not – and, most importantly, it plays well. Sure, there's a lot of criticism that could be levelled at it. Some of its views are pretty useless or indistinct, it occasionally flashes messages over the action and its story mode can be a little too slow moving, as there's no way for you to quickly skip time between tournaments. Such gripes as those aforementioned and others besides are though, ultimately superficial, as they very rarely affect *Graffiti*'s gameplay in any significant way. Perhaps the only true moan could be that its tables are perhaps a little sparse, unlike the usual packed monstrosities that clutter pubs and arcades these days. But hey! Instead of regarding that as a problem, label it 'inimitable charm' – perhaps throwing 'retro' in, if necessary – and what do you know, it's a virtue!

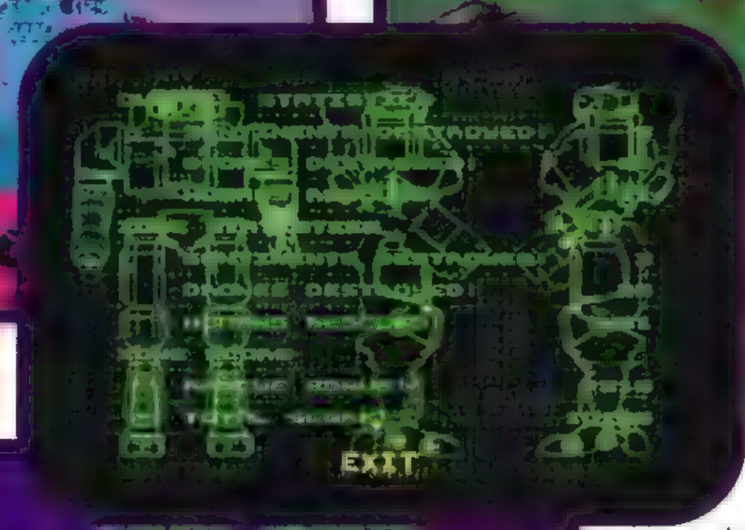
Pinball Graffiti? Well, it's a fine game. Play it on our coverdisc first to see for yourself and then get thou's arse down software shop with wad. As long as you can keep the Story mode plot from preying on your mind, you'll have made a very worthy purchase indeed...

GEORGE JAMES

Krazy

Don't think Jurassic Park, think side-step round the corner and shoot the Raptor from behind.

Knee-capping is a particularly effective technique.



My, oh my... hasn't the computer industry advanced since the days of the Mega Drive and SNES? Back then, *Krazy Ivan* would have been a character-led platform game. And these days? Well, it's an adventurous shoot-'em-up with a first person perspective and a good line in explosions that fill the screen. It's packed with FMV, loaded with weaponry and advocates, nay indeed encourages, actions such as jumping over a hill and shooting a rival robot in the head with a rocket launcher.

It's also rather easy. *Krazy Ivan* made its debut on the PlayStation – much like most Saturn software released these days – where it received favourable press. Reviewers found shooting invading alien technology an enjoyable pastime, rewarding high review scores to reflect that. However, it soon became apparent that, although *Krazy Ivan*'s content is considered, action-packed and polished, there's not a great deal of it.

Play begins with a choice of five battle zones, only one of which can be selected from the outset. Having chosen this, players soon find themselves attacked by all manner of adversaries, based both in the air and on ground. Destroying these is

The Weapons...

30mm Cannon

The weakest weapon in your arsenal. Using it is rather like putting John Lucic in goal instead of David Seaman but, as Arsene Wenger discovered recently, sometimes you have little choice in the matter. The good news is that the 30mm comes with infinite ammo...

50mm Cannon

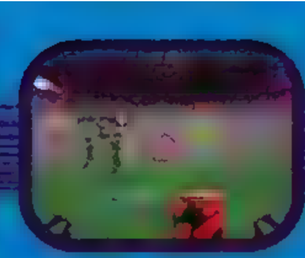
With a savage line in auto-firing, death-dealing ballistic hell, this little baby is versatile number, handy for use against anything. As it has such a rapid fire rate, it does tend to overheat, but it's probably only second to the Laser (collected later) for shooting down airborne targets.

Missiles

As the game progresses you get to improve the standard of you missiles, but even the earlier models are supreme when it comes to decking robots. Wasted if used against smaller opposition, these come into their own when you're looking for a quick kill. Although you only begin each mission with ten, more can be collected as you go.

Special

Well, it doesn't seem all that special to us, but it drains energy from your enemies – that, after all, is the important thing. Sadly, an aesthetic checklist highlights its flaws. For example, does it cause huge explosions? No. Does it look flashy? Well, no again. See what we mean?



y Ivan

an action facilitated by various high-powered guns and, once players have put them to good use, human prisoners and pick-ups can be gathered from alien wreckage. However, such confrontations are meaningless – Krazy Ivan is all about finding robots in order to break their heads. Or, indeed, any other body parts that cross your line of fire...

The 'bot bit...

These battles are *Krazy Ivan*'s backbone, the vertebrae of Psygnosis' shoot-'em-up. Various pointers lead you to clearings, the location of your objectives – the alien 'bots. The heads-up display provides a piece of FMV where a Russian lady flirts outrageously while providing information on the next opponent... and then the battle begins. Early adversaries can be beaten by simply dodging their fire while players can reply in kind, but later fights are complicated by flying enemies and increased firepower. The problem with these confrontations – or rather, the lack of it – is that your ability to side-step means that an average gamesplayer could get through most battles with ease, receiving little damage in the process. Later levels attempt to remedy this by allowing smaller aliens to attack while you're fighting an opponent, but this can also be seen as assistance. You see, once shot down, these fairly weak mechanoids yield goodies such as extra energy or firepower, thus improving your chances with big guy, as it were. Some fights are easier than others, but I breezed through my first fifteen contests the first time I played. I don't see this flaw as a programming problem – *Krazy Ivan* is, as I've mentioned, a very accomplished piece of coding – but a problem with *Ivan*'s basic game design. It's perfectly plausible that Activision's forthcoming *Mechwarrior*, being a similar kind of idea, could suffer from the same problem.

Still, *Krazy Ivan* is very good while it lasts. Players could well get sick and tired of its reams of FMV – in which the eponymous star appears to be an attempt at creating a Russian Sledgehammer – but at least they don't interfere with the action. If there were to be no way to part-exchange Saturn software, *Krazy Ivan* would score notably lower than it does. After all, £44.95 is a lot of money to spend on a game that you could well complete during your first week of ownership. Give it a try after earmarking the title you'll be trading it for in a few weeks time...

JENNY CARR

That's carapace as in shell, as in crab as in not very frightening. The mechanical version can't even give you a nip on the toes.

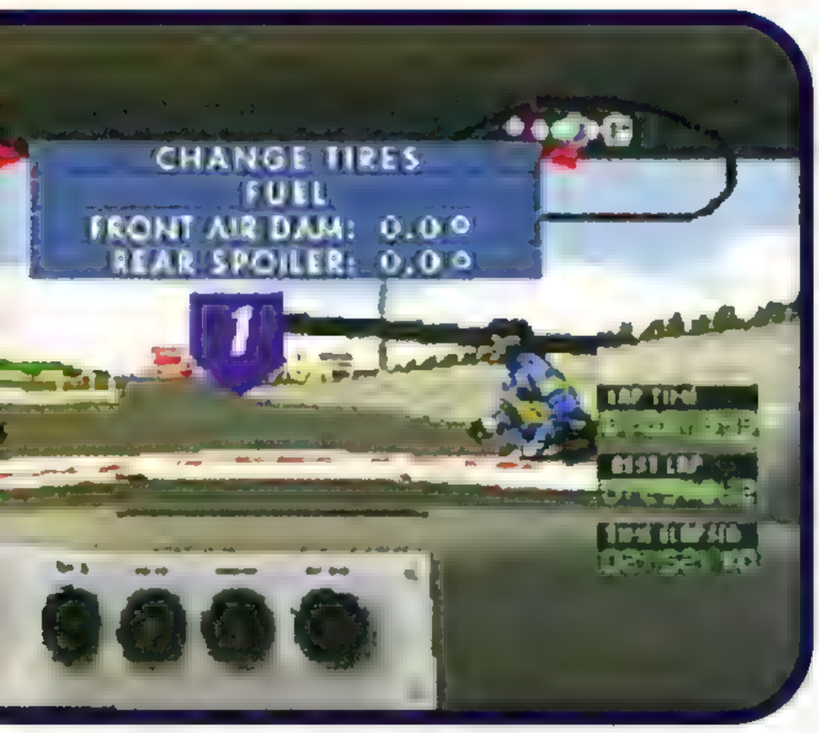
Yes, my cornering skills are superb but mere mortals such as yourself may require a little more practice.

Andretti Racing

Psygnosis' new release is not going to steal the crown from *Sega Rally* but if you're looking for an F1-style game with a little more depth and variation of gameplay, *Andretti*'s the one for you.

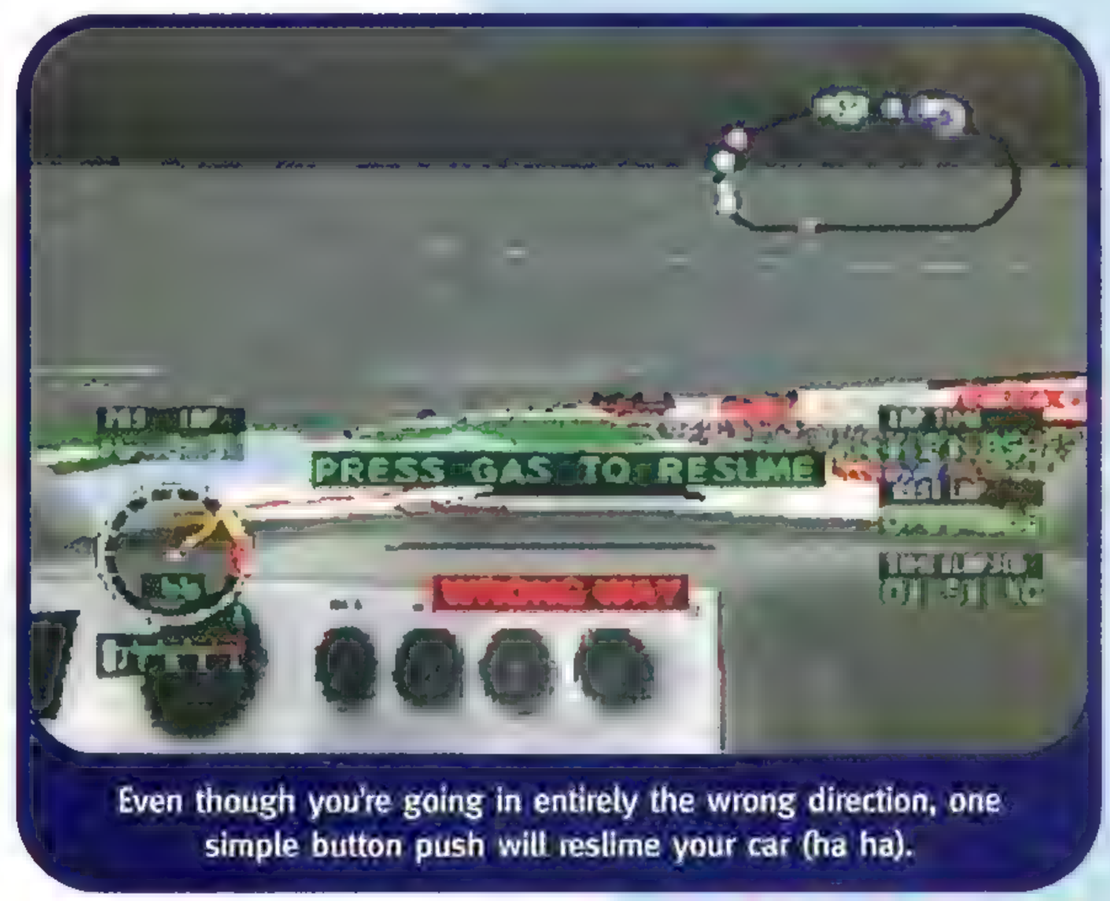
Andretti Racing was reviewed in our sister magazine TOTAL PLAYSTATION in October of last year. Sadly, as a serious race game, it was rather overshadowed by the launch of Psygnosis' *F1*. For all *Andretti*'s depth and its option to play either Indy Car or Stock Car racing, it didn't have the obvious visual appeal of its rival. It also suffered because it's not an 'instant' game – EA's offering is a little more thoughtful and strategic – its control method needs a little practice to get to grips with.

However, this Saturn conversion has no real rival. You can't compare it to *Sega Rally* – both in terms of gameplay and, to be honest, quality – but as F1-style racing goes, it's peerless on the Saturn. The option to race Indy cars is perhaps the lesser section of *Andretti* but it's still eminently playable. Played in Career mode, it comes into its own. Final positions of races contribute towards your final – with luck, winning – position at the end of the season. How the races play rather depends on your choice of 'damage' option. On Easy Mode, players can survive crashes with no real damage. The only side effect of a crash, as such, is that you're bound to slip back a few places. However, playing with damage 'on' results in fraught races, full of action and endless, endless swearing at rival cars that move too close. This mode provides ultra-realism on both sections of *Andretti*, but it'd be a wise move to learn the layout of a few tracks before choosing it. A crash means there are tires everywhere and the emergency services calling for a bucket and spade, as they're more appropriate than an ambulance.



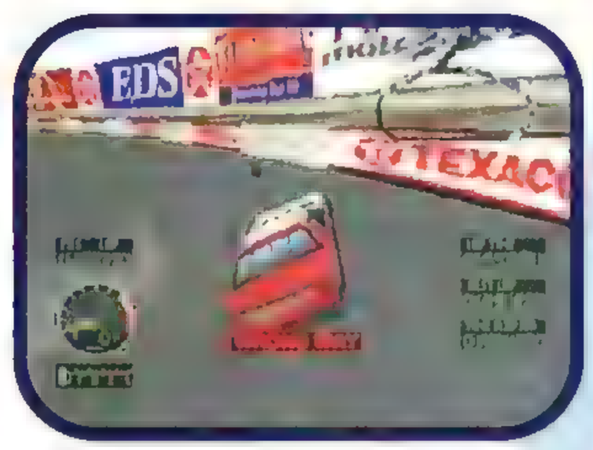
Andretti's easy to use customisable options allow cars to be 'tweaked' —extra smoke, anyone?

Andretti Racing



Even though you're going in entirely the wrong direction, one simple button push will reslime your car (ha ha).

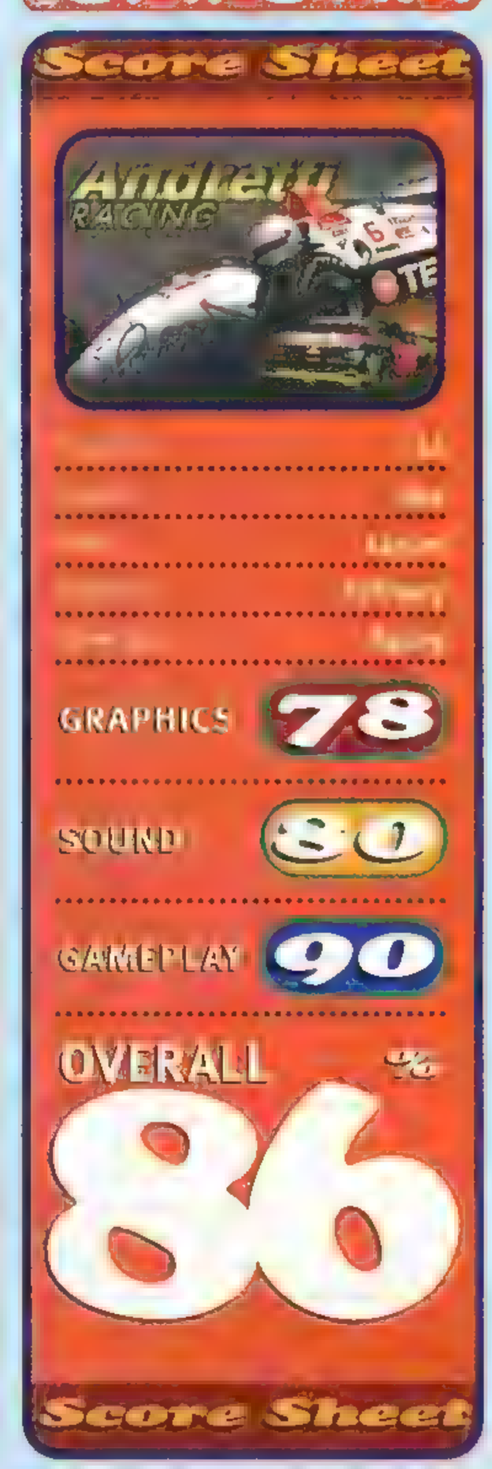
What makes *Andretti Racing* such a potentially good buy, is it's stock car racing. Closer to Touring Car racing than, say, *Destruction Derby*, it's somehow far more enjoyable than its rival Indy option. The front end remains the same, with all the usual Season, Single Race and general game options. However, the control of your car does differ. Downforce and gear ratios can still be tweaked – with a minimum of fuss – so tailoring your car to suit your personal driving needs is possible. Skidding through corners, caroming off a barrier, spinning and ending up charging 'chicken' style towards your rival competitors, is a style of driving newcomers which will find they're suited to, but with a little practice *Andretti*'s racing style can be mastered.



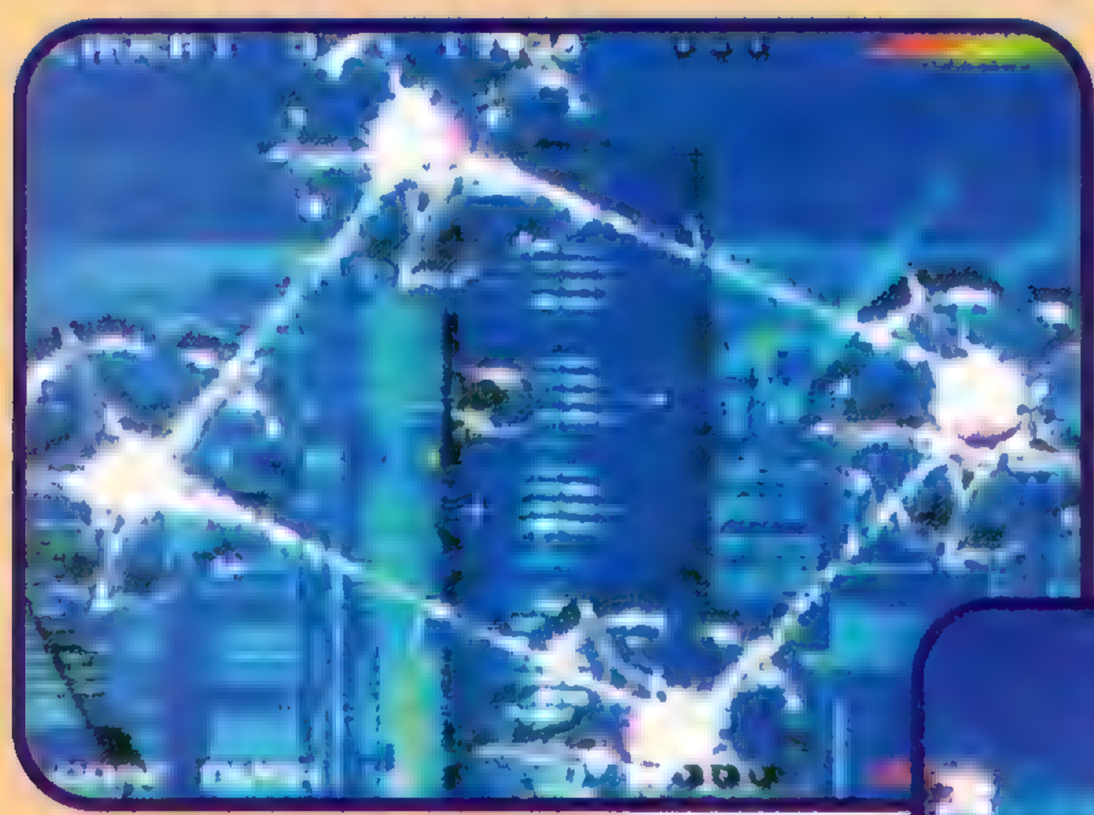
There's a feeling of 'weight' to *Andretti* that few driving games possess. Playable on one level as a quick race kind of game, its season mode – with its pit-stop strategies and car maintenance, is the sort of option that extends a game's play life by months. It's not a complex game, but there are depths there if you require them.

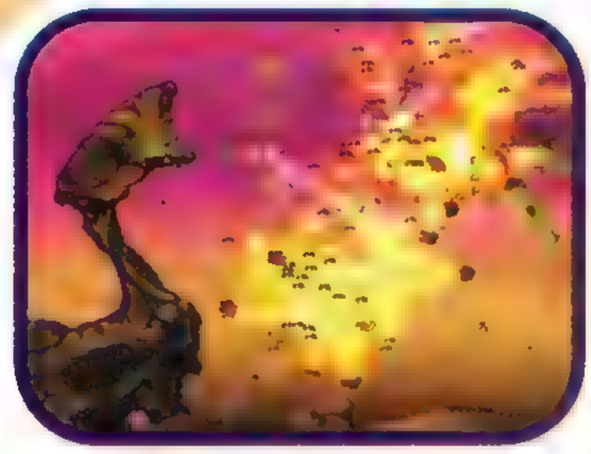
While its initial, try-in-the-shop appeal may be somewhat lacking, *Andretti* is the sort of game you'll still be playing when EA decide to do an inevitable update...

GEORGE JAMES



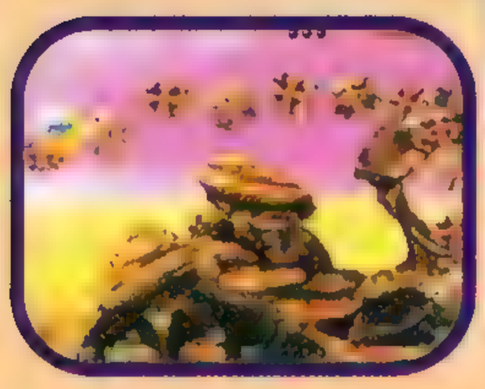
Pro X





At least it looks very pretty every time you die...

Would sir want one big alien or four small ones?

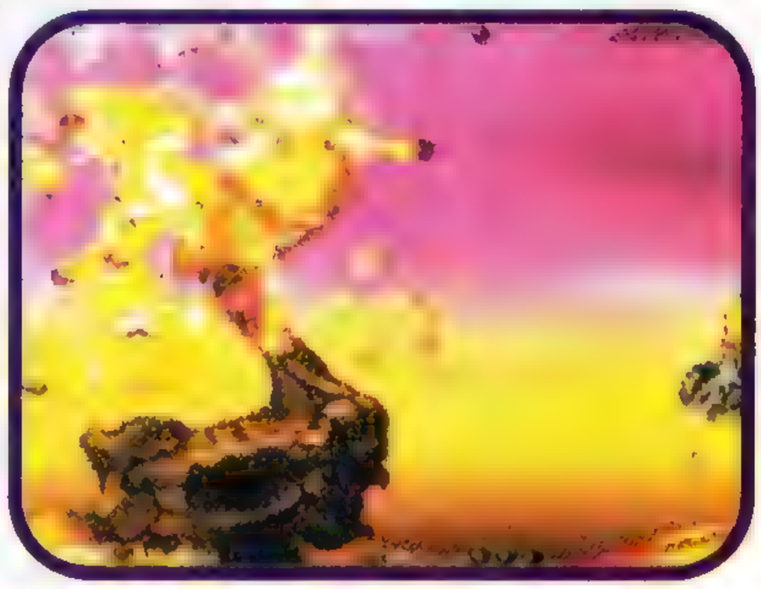


Between the end of the eighties and the beginning of the nineties, arcades were awash with various shoot-'em-ups. Invariably, they found their way onto computers and consoles. Most of these conversions were banal; stripped of the aesthetic appeal afforded by a fancy chip board, they lacked all but short-term appeal. Of course, there were a few exceptions. *Flying Shark* – I'm sure that was an old Tatio machine, but I could well be wrong – survived the transition simply because it was a well-designed, compulsive shoot-'em-up, as far as C64 and Spectrum games went. Strangely, the Amiga lacked an equivalent, at least in terms of arcade conversions. What it did have was Team 17's debut game, the well-regarded *Project X*. A simplistic horizontally scrolling shoot-'em-up with, for that time, excellent visuals and sound, *Project X* was an ultra-slick 16-bit title that enjoyed a not inconsiderable amount of success. But it annoyed one hell of a lot of players, simply because it was so *difficult*. Taking the basic *Nemesis* (remember that?) theme of gathering special weaponry as you progress, play was hampered by the fact that dying at some points. made destroying attacking craft virtually impossible before they sped off screen. Without destroying the enemy craft, you just couldn't collect upgrade weaponry... and so on. Of course, a number of computer journalists and other such arses poured scorn on those who complained about its difficulty level, questioning their ability with games in general as they did so. Indeed, it's perfectly plausible that some of those complaining lacked joystick dexterity. The point is, you could play *Project X* and do well, but you had to concentrate and often worked yourself up into a right old temper in doing so. A momentary lapse, then... boom, weapons lost. When a game's like that it can cease to be recreation, becoming too much like hard work for its own good. I didn't like *Project X* overmuch, for that very reason. Sure, I admired it, understanding its appeal to many while not actually appreciating it myself. But it always seemed so two dimensional to me, the attacking sprites like cardboard cut-outs gliding over pretty backdrops.

Well, what can I say – the backgrounds are ever so good and the front end of your fighting craft's a peach.

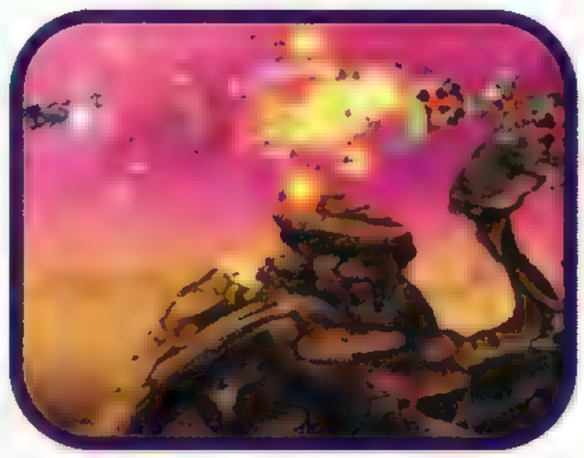
Same old...

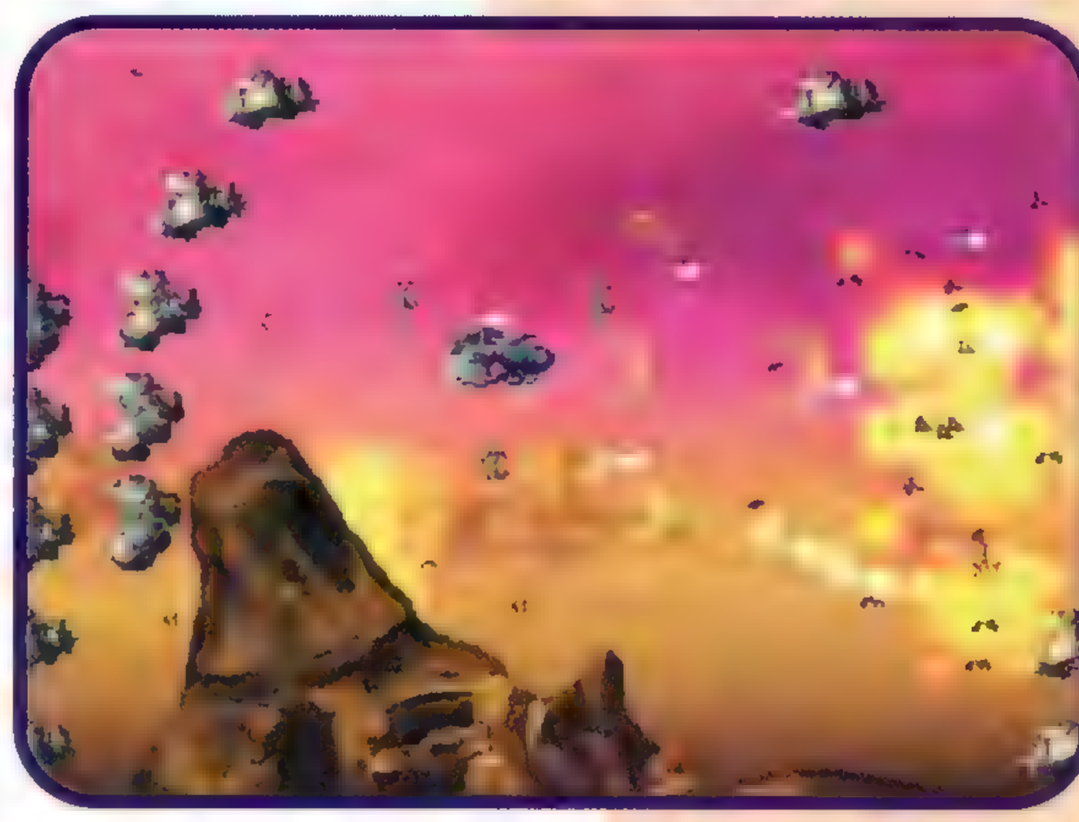
Would you believe that *X2* is so similar to its predecessor that all of the aforementioned natter is totally relevant and, sadly, applicable? With the time it has taken to develop, I really thought that it would offer considerably more that just a bit of horizontal



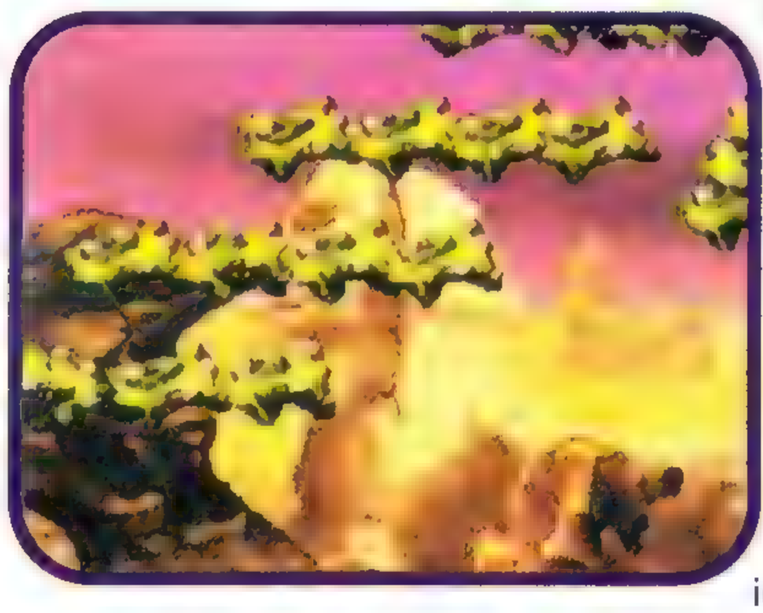
ject X2

Chin up! Two down, only forty thousand to go.





movement and wave after wave of attack craft... and it does. Hold onto your hats, folks, because *X2* features horizontal movement with wave after wave of attack craft and, get this, *vertical movement with wave after wave of attack craft*. I've no problem with the retro ideal and genuinely believe that there's a market for a damn fine shoot-'em-up on the 32-bit consoles. Sadly, *X2* isn't it. Like *Project X*, its sprites seem weirdly separate from the backgrounds they float across, but that's a criticism that can be levelled almost all 2D games, should you look hard enough. No, the real problem is its level of difficulty. I can play it, I can get through a number of levels, but it's such a bloody effort doing so. If anything, the emphasis on gathering up weapon upgrades has increased, to the point that dying at certain points is a sure-fire recipe for a game over message. It may be that my personal laziness affects even my playing of games, but I just can't identify with the kind of work ethic that *X2* most undoubtedly requires.



At the time of writing, *X2*'s identical PlayStation version has been reviewed by that machine's assorted specialist press, to an average reception. As far as I know, the highest mark received so far is 84% from the every easy-to-please bunch on our sister mag, TOTAL PLAYSTATION. Other titles have favoured a mark towards the low 70s. This is an area I feel *X2* belongs in. Wonderfully presented and replete with stylish touches, it's the sort of game that doubtlessly gets completed before breakfast by those tough Yorkshiremen (and Scandinavians, come to think of it) from Team 17 in Leeds. For us mere mortals, though, it's just an oft-wearying progression through endless pre-defined attack waves. Or should I say close, but no banana/classic 32-bit update of a famous 16-bit title?

X3 could be *sooo* good if they'd just take heed...

GEORGE JAMES

Peripherals

VRF1 Steering Wheel

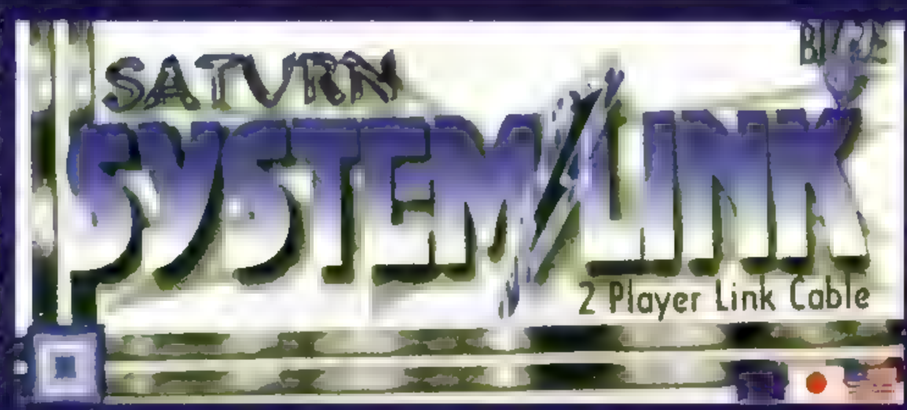
When Sega converted a certain *Rally* game to the Saturn, to the delight of all concerned – namely eager individuals parting with hard-earned cash and us parasitic reviewers with our free copies – it just happened to be one of the greatest titles in the history of home gaming. Played with a pad or joystick, it's a delight to behold, an action-packed race through four superbly-designed tracks. You could stand before it with a mind full of superlatives and still be lost for words. However, despite the quality of the Saturn version's programming, there's still one area in which the domestic version can be regarded lacking... a steering wheel. Few would dispute the opinion that a driving game such as *Sega Rally*, with its realistic handling and control, deserves a decent wheel to do it justice.

The VRF1 is easily the best steering wheel we've encountered for the Saturn. It initially feels rather unwieldy, but after setting it on a steady base and seeing it in action, so to speak, it soon becomes apparent that it's actually a very accomplished piece of kit. With buttons and steering enough to make Jeremy Clarkson utter laddish analogies through welling bouts of highly emotional, appreciative tears, it's the Formula One of wheels. A must for driving fans.

S-Video Cable

Obviously only appealing to a small market in the UK, the S-Video cable is still worth a mention. For those unfamiliar with Super Video, it's a different kind of connector that gives an incredible level of picture clarity on suitable displays – so good, in fact, that it's almost too good, making pixels far more apparent, thus possibly reducing a game's visual impact. It's a matter of personal opinion and often reliant on the display unit used. Regardless, before you rush out to your local store to buy one, bear in mind that it's highly unlikely that your TV has the appropriate connector, which will thus render such a purchase useless. If you own a fairly recent monitor it's likely there's a socket somewhere that'll do the trick but, if in doubt, be sure to consult a manufacturer. Failing that, finding someone who can find their backside with both hands and a flashlight is a step in the right direction – we at *Total Saturn* call up such folks on a regular basis. They're a Godsend, believe us...

Believe it or not, we use the Blaze S-Video cables to connect our Saturns to hooting huge (and expensive) Apple Macintoshes, in order to take screenshots. You can often tell the difference between shots we've taken ourselves, between those sent to us by software houses, as pictures 'grabbed' by us using the S-Video cable are the best ones, with maximum clarity.



Avenger Light Gun

Soapbox time, folks. Consider this. In both the UK and America right now, there's a huge amount of controversy surrounding the 'domestic' ownership of firearms. Many feel a total ban is in order, while a few (quite famously, eh Phillip?) oppose in the UK because they feel there are grounds for use in sporting pursuits.

The comedian Bill Hicks once summed it up from the American perspective quite well, observing that his country of origin had, that year, been the location of many thousands of deaths through shootings, while the UK had a number of deaths in the same category so small as to be almost statistically invisible. He didn't mention anything about deaths through Attack By Cricket Bat (apparently, that's one to watch out for) but he did go on to say that the American government were still denying there's a link between legal gun ownership and gun-related deaths...

Here's the official TOTAL SATURN line. Ignore tabloid media fervour and general witchhunts. If you have a firearm, get rid of it – they're no good for anyone. Buy a Blaze Avenger light gun. Buy either *Virtua Cop 2* or the forthcoming *Die Hard Trilogy*. Load game, plug in Avenger. Finally, have fun.

The Avenger's our favourite light gun, mainly because it's a fetching blue, but also because it retails at an attractive £24.99. Thus we conclude our sermon...

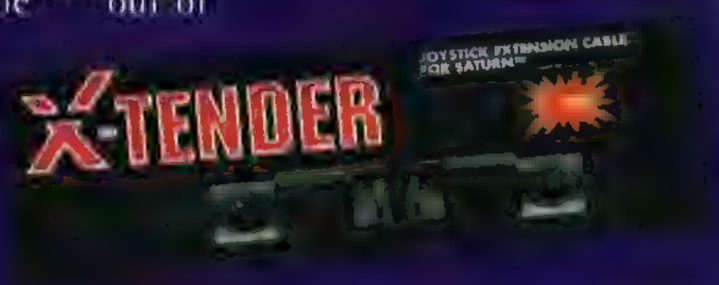
ls Feature

Pro Arcade Joystick

Joysticks. Used to be that you couldn't move through a computer store without knocking a pile of 'em over. These days? It's all those pesky new-fangled Joy Pads, isn't it? Did you know that it's possible to, while meaning to say joypad, actually say Pom Bears by mistake? No, it's true. Guaranteed to embarrass at any social occasion, you mark our words. But you really don't get many 'sticks these days. Of those available, we like the Pro Arcade. At £34.99 it's a fairly big purchase as console peripherals go, but you do get a very sturdy unit for your moolah. The directional controller is easy to grip and buttons... sheesh, talk about buttons! Big-fingered bods who find joypads annoyingly small and fiddly will be right at home with one of these numbers. What's more, the Pro Arcade has Turbo and Auto Fire as well as the oft-useless Slow function – regarded as such because it attempts to reduce game speeds by auto-firing the Start button. But still, someone must use those things. That aside, there's no denying that joysticks are really very nifty for beat-'em-ups. Try one and see what you think. You could well be pleasantly surprised...

X-Tender Cable

The birth rate in developed countries has been on the decline for years. Analysts and assorted experts have connected this with the transition from agrarian to urban populations, the widespread use of contraception, the deterioration of the family unit and that little **** out of Home Alone. But we know the truth... and a sad indictment of modern society it is. The current trend of not having kids is all down to the widespread availability of remote controls. Think about it. Remember as a kid, where you felt the only reason your parents called the Baby Stork up was because they needed someone to switch between Eastenders and The Bill? Well, get this, *you were right*. Incredibly, Blaze are troubling the situation further with their X-Tender cable. Giving a hefty amount of extra joypad lead, it almost eliminates the need to rearrange furniture in order to play Saturn games.



This terrible invention almost entirely negates the need for Saturn owning parents to have any further children at all. What's more, the ones they may already have will be left without the most important childhood psychological crutch that is the barked command; 'Change the channel! Quick, we're missing it!' and 'Can you move that chair for me?' Substance abuse and, ultimately, an inability to form fulfiling relationships will follow. What's more, for their part in the destruction of the family as we know it, Blaze are charging eight quid!

RF Unit

Many cross Saturn owners would like to have 'words' with top-ranking Sega executives for a number of reasons. Above all else on the 'breeze block nailed to a cricket bat' agenda, would be the RF unit scam. Sega sell the Saturn in the UK with a SCART cable. SCART cables are fine if you own a monitor or, failing that, a decent/modern video, but virtually useless otherwise. Then there's this to consider: who are the main body of Saturn users? Why, 14 to 25-year-olds, of course. It just so happens that the majority of these individuals are likely to own a portable telly, with a knackered video bought on the cheap or handed down from parents being a possibility. Obviously, these are people who need the RF unit. Sega, in all their benevolent glory, sell theirs separately for £25. We dread to think of how many kids opened up their Saturn on Christmas morning, only to discover they couldn't use it until the shops were open again. Thing is, there probably won't have been that many, come to think of it. This is just one of a number of marketing mistakes – albeit a profitable one, but it's still very short-term in outlook – that have led to the Saturn being as far behind the PlayStation as it is.

Blaze, bless 'em, sell theirs for £15, a tenner cheaper than Sega's offering. Even though Blaze are a great company (and are giving us a great competition in a few pages time, natch) we still feel their RF unit could be a bit cheaper. Still, you could argue that the retail chains put the squeeze on them for cash in order to profit from the situation that exists... so you can't really blame them, after all, can you?

Multi Scart Connector

Ah, the demands of the technologically advanced domestic household with no awareness of improved products. Basically, if you've got loads of SCART cables (from, say, a Saturn, your video and a telly), it's quite understandable that you could get sick and tired of switching them around. With a handy Blaze Multi SCART Connector, you need fuss with leads no more. £19.99 is a modest sum to part with in order to end much fiddling around behind the telly, each time you want to watch Sky or play with your Saturn. As an additional bonus, it auto-detects which item is in use, thus removing the need to fiddle with switches.

Hyper Controller

If you don't like Sega's pad or, like most people don't object to it in general but hate the shoulder buttons, the Hyper Controller is an affordable and more-than-usable alternative. For a start, it has decent Left and Right buttons, but its D-pad is also worthy of note. Style conscious Saturn owners will be glad that this control medium is available in sleek black or cool white with coloured buttons. The £14.99 retail cost also buys you auto and turbo fire, great for making Lara Croft breakdance if you get bored whilst playing *Tomb Raider*.

Just over the near horizon and possibly available in stores by the time you read this, is the infra-red version of the Hyper Controller. These negate the need for awkward cables, thus preventing clutter in your living room. These will probably be just a little bit more expensive, although we're not sure of that just yet.

CD+ Universal Games Adaptor

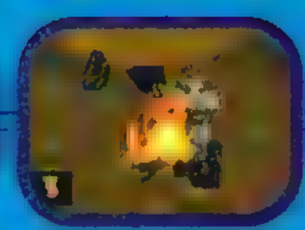
If you're considering purchasing a Saturn game from Japan, America or, failing that, a shop down the road that deals with imports, the CD+ should be your first metaphorical step along the road towards being bewildered by an obscure text-heavy Japanese RPG. Basically, should you try and run a foreign disc in your UK Saturn, you'll find that it's 'having none of *that*, mate.' However the CD+, once plugged in, tells the Saturn that it'll play the game if it knows what's good for it. The Saturn makes a gesture to the effect that the CD+ can get knotted. Next, the CD+, unperturbed, suggests that the Saturn can try, son. Sega's console then pulls out a gun and invites the fine Blaze cartridge to 'have some of this,' to which the CD+ pulls out a cricket bat and suggests the Saturn would 'like some of *this*? At this point the Saturn, realising it's hopelessly out-gunned, capitulates and plays the game for you.

Well, maybe it doesn't work *quite* like that... but creative liberties are there to be taken, even if they are crap. Getting back to the point, the CD+ can be picked up for as little as £19.99. Import games will doubtlessly cost considerably more...

8MB Memory Cartridge

One area in which Sega have scored highly over Sony is their inclusion of a small amount of spare internal memory in the Saturn. Depending on which types of games you play, this modest storage space could be sufficient but if you like saving high scores and playing save-intensive games such as *Worldwide Soccer*, *Sega Rally* and *Theme Park*, you really should consider buying a memory card. Blaze's offering is fully ten pounds cheaper than Sega's, with twice as much storage space to boot. Believe us when we say that it's more than you'll ever need. Even if you were to own every Saturn game ever and save from each one onto the memory card, you'd still have an unfeasibly massive amount of storage space left.

For an initial outlay of £29.99, you need never worry about finding space for save games again. Blaze's cartridge comes highly recommended.



Competition

It pays whens you plays with Blaze

Being well-known and respected peripheral manufacturers is a hard lark for Blaze. Why, every moment we turn our backs, they're trying to give their goodies away! To everyone! For free! Naturally, we wouldn't like to see them go bankrupt, so we often have to step in with a smile and a friendly word of advice before a snarl and a fist becomes necessary from their bank manager. Take last week for instance. We caught Blaze's operations manager trying to book an ad in Total Saturn offering a slap up meal and a joypad for any Total Saturn reader who was feeling peckish. We sat him down and explained to Dean – that being his name and bearing in mind that Cynthia might cause offense – that it wasn't necessary, as Total Saturn readers already appreciate Blaze's affordable range of top-notch peripherals. Why, giving away any more would be generous beyond the call of duty. We booked him into a hotel – him having sold his house for charity – and pulled another ad from this issue in which Blaze's managing director was offering to come round to reader's houses to feed their cats for them.

Just to keep the peace (and, more importantly, to get to the point) we agreed to run a competition with Blaze. One lucky Total Saturn reader could win their entire range of Saturn peripherals, an impressive hoard of goodies. Five runners up can also choose a peripheral of their choice from those featured this issue. To stand a chance of winning, all you lucky readers have to do is answer the following questions...

A: Blaze are well known for marketing...
1: Joypads?
2: The Joy of Sex?
3: Lovejoy?

B: Which of the following could in no way be described as a memory card?
1: A Blaze 8MB memory card?
2: A nine of clubs with a phone number written on it?
3: Lovejoy?

C: Infra-red controllers work by...
1: Transmitting light into a receptor?
2: Magic?
3: By the power of Lovejoy?

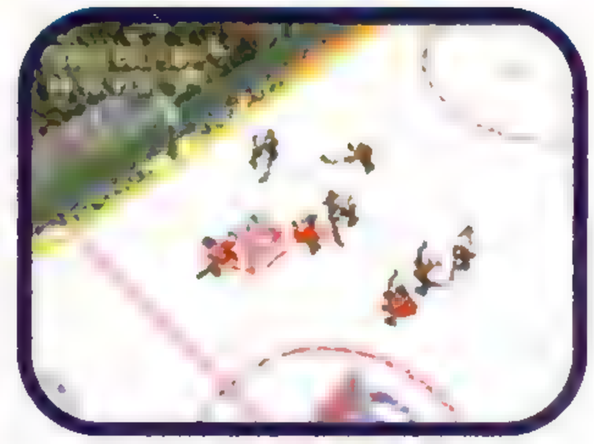
D: Ian McShane is stared in which of the following?
1: The Madness of King George?
2: A Country Practice?
3: Lovejoy?

Answers on a postcard or, if you must, in an envelope to: **If You Set This Entry On Fire, It'd Be A Lovely Blaze Too [sic] Competition, Total Saturn, Rapide Publishing, 14A Union Street, Devon TQ12 2JS.** Entries to arrive before Armegeddon on account of the postal service problems such an event could cause. Try sending one in before March if you'd like to try and win something, though. Multiple entries will be taken to a private place and mercilessly disposed of. All correspondence will be frowned upon, the Editor's decision being lanif backwards and all that. Or did he say final sdrawkcab? We wish he'd turn up sober for once...

NHL

What do you know about ice-hockey? What do we know about ice-hockey? More than enough after playing the latest *NHL* title...

You're bound to fall over on a massive icy puddle.



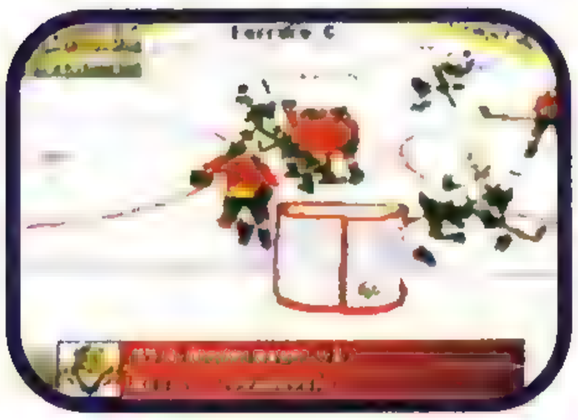
NHL '97 is the latest in a long line of ice hockey games from Electronic Arts. The series made its debut on the Mega Drive many moons ago, a 2D sports sim that impressed critics of the time. Rather eclipsed over the years in the UK by its more illustrious cousin, the ever-lucrative *FIFA*, *NHL* games are solid titles that provide a more than serviceable rendition of their subject sport. With every successive update, a variety of both radical and minor changes have been made to their game architecture. This most recent version is so crammed with options, statistics, FMV and flashy visuals that it's hard to see how a version next year could possible improve on anything other than database accuracy. Sadly, *NHL '97* has a problem, one that it shares with its predecessors – it's an ice hockey game. While there's a growing fan base for the sport in Europe it's still undeniable that, for

'97

example, most British individuals are moderately bewildered by the game, its virtual OD of stats and stop-start action. This is a shame because, as conversions of major sporting events go, it's a top-notch example of how to do things right.

For a start, virtually every option you could hope for (and a considerable number you wouldn't have thought of) are available for tweaking. There are a brace of basic gameplay modes. For the long-term player there's a Season option, while the Exhibition mode caters for cravings of a single game variety. Playoffs can be entered, or you can enter a best of seven competition. Approached from any one of these metaphorical angles, gameplay remains unchanged. The amount of enjoyment actually derived from playing *NHL '97* depends on how much you like the sport involved. If you've no real feelings either way, you could find *NHL* a tad too irritating. Players acting of their own accord, endless face-offs (taking seconds that feel like years), incomprehensible stats... all this and more could add up to one big waste of money. On the other hand, maybe it won't.

Madden '97 suffers from the same problems to a lesser extent, but has a bigger following over here. Both hockey and American Football are huge, stat-afflicted monstrosities from the USA. Both have been converted wonderfully by EA. Having not really played *Madden*, I can't comment on its quality, but *NHL* – despite flaws – is a credit to its publisher. I hope I never have to play it ever again....



A bit of frantic bullying-off there. Or was it called Indian dribbling? I knew I shouldn't have bunked off all those PE lessons...

Nice Intro, Shame About The Face.

NHL 97 has without doubt one of the best intros we have seen on the Saturn. It starts off with the camera panning around a Hockey helmet, with a dragon on the said monster suddenly comes to life, breathing fire. Then it cuts to an ice flow where a helmet crashes through, followed by a huge shark. It ends in a hockey rink surround by all the teams' logos, then EA go and spoil it totally by sticking a big fat American geeza up on the screen! What a waste, just look at him in the game and you'll see what we mean!

TOTAL SATURN

Score Sheet

NHL 97

GRAPHICS	92
SOUND	87
GAMEPLAY	87
OVERALL	86

Score Sheet

PGA '9

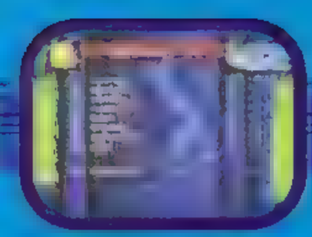
Let It Take It's Course!

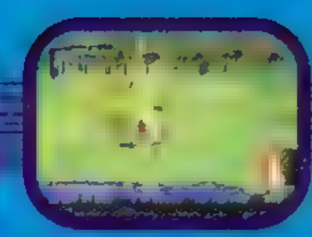
The game contains two separate eighteen hole courses, Sawgrass and the Links at Spanish Bay — with the former being the easiest of the two. —yet both are attractive to the eye. So lay out your rug, get out your jam sandwiches, sit back and enjoy the view!

When you're making a golf sim, there must be plenty of pointers to consider — graphics, gameplay, courses... Of course, the biggest test is how this mix turns out when it comes down to fundamentals — the gameplay.

This month has seen much of TOTAL SATURN dominated by reviews of Electronic Arts' various sport sims, the ever-lucrative updates that have put EA where they are today. Each yearly release has, many believe, improved upon its respective predecessor. We at TOTAL SATURN beg to differ on this point, at least where the *PGA* games are concerned. The original version of *PGA* on the Mega Drive and Amiga 1200, is the definitive golf game in our book; reflecting the sport as well as it could be, within the confines of the home. *PGA '97* just doesn't have its charm or playability. What it does have are some of the best visuals ever seen on the Saturn....

From lakes to hills, scrub to lush green fairways, *PGA '97* treats players to near photo-realistic courses. Similarly, the actual on-screen golfers are digitised characters, swinging clubs with a





97

No sexism here — the women's outfits are every bit as disgustingly dull.

Moody green men and strips of yellowish looking grass, do not a first class Saturn golf simulator make!

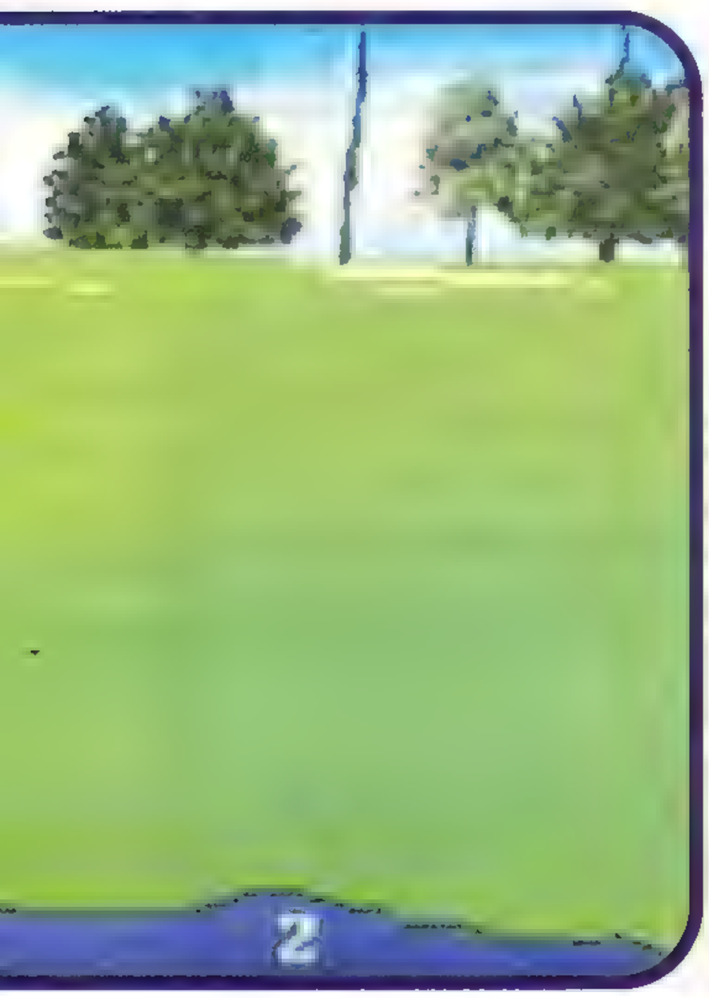
high degree of real-life accuracy. They can be made to perform such an action with ease, too. Pressing 'C' begins your shot and fills the power meter with grey at a rapid rate. This can be stopped by another tap of C whenever you feel sufficient power has been allocated for your shot. The emptying of the bar is a little faster and needs to be stopped on the yellow bar. Your shot is then taken.

Finishing to the left or the right of the 'ideal shot' point results in anything from the ball drifting a little off course, to a hooked shot caroming off trees and ending up in no man's land.

For all its visual accomplishment, *PGA '97* does in fact have one nearly undesirable graphical problem — the actual movement of the ball. It jerks along as if Dr Frankenstein gave up the idea of making a human monster and decided to do a few tricks with a bag of golf accessories instead. Obviously, it doesn't effect the outcome of shots, but it's a step away from the ultra-realism that *PGA '97* so obviously hankers for.

PGA relies on its graphics too much. Sure, it's not lacking in play options, but stripped bare of its visuals and given a head-to-head with its ancient predecessor, there could only be one winner — and by a 'fairway' at that, heh heh. Most importantly, it's damn slow. *PGA* crawls along at a snail's pace because it's constantly loading pretty pictures or smooth animation. *Actua Golf* is far faster and, when it comes down to brass tacks, more playable. It may not look as good in a screenshot, but *PGA*'s programmers could learn quite a few tricks from Gremlin's *Actua*...

JENNY CARR



SATURN

Score Sheet

GRAPHICS	96
SOUND	83
GAMEPLAY	79
OVERALL %	89

Score Sheet

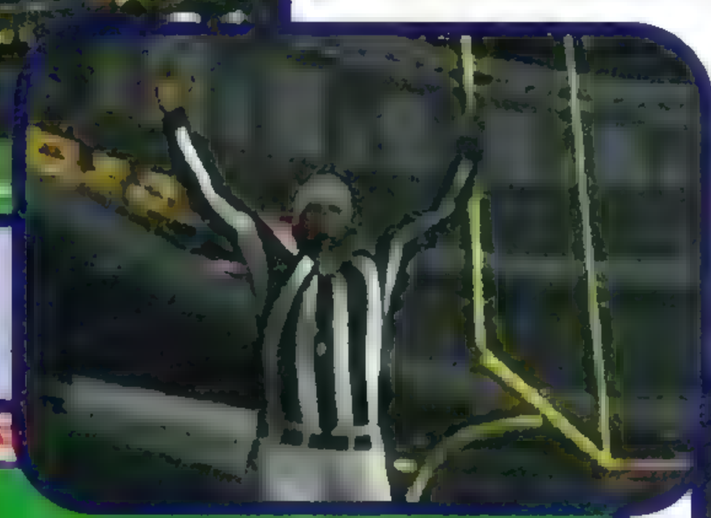
This truly classy sport sim is let down by only one small factor — its choice of subject matter is hardly top in the UK...

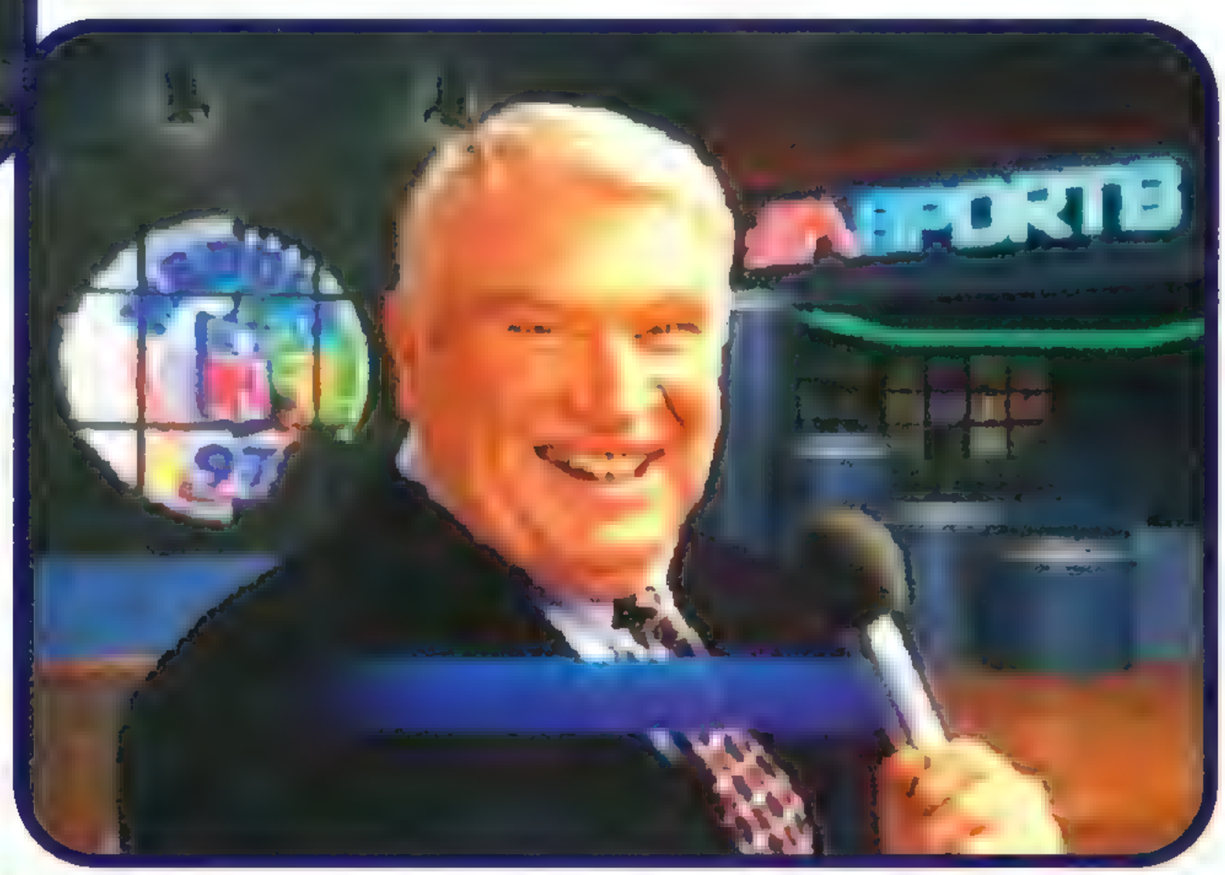
Madd

If there's one thing sure to annoy your average reviewer, it's a game as complex, involved and confusing as *Madden '97* turning up the day before your deadline. I have only a very basic knowledge of American Football. This makes me the most qualified person to write this review, apparently.

Madden '97 is, without a doubt, a superb representation of America's favourite game. *FIFA* may have a hard time even scratching the surface of Soccer, it being so complex, but *Madden* has got subject sussed. There's little point going into detail about game rules and tactics, simply because I'd need around fifty pages instead of the one I've been allocated for this review; suffice to say, there's a lot to it. People who don't understand or have never even watched the sport could still certainly play and enjoy Madden, though. Whether defending or attacking, players have to choose tactics for the following 'down'. Once the ball's in play, arcade skills are called for. That, basically, is it. If you feel

There's nothing like a nice spot of line-dancing between touch downs.





Fans of the game can select their very favourite teams.

Whats your angle...

Isometric Cam

Hard to see whats happening when using the long plays.

Classic Cam

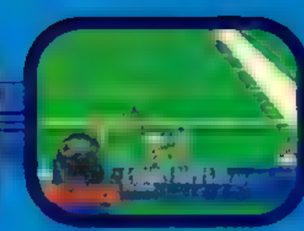
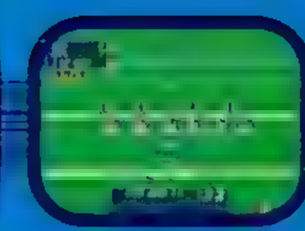
Just like it was in the SNES days, oh we're welling up here!

Sideline Cam

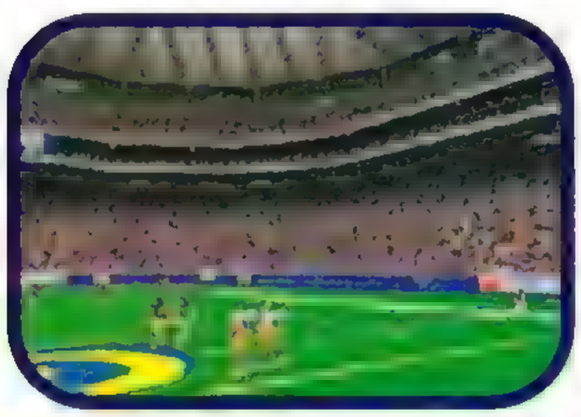
Totally unusable, takes in far too little of the action!

Default Cam

The best by far, so don't mess about with the views, alright!

em '97



intimidated by the idea of wading through the many, many different choices of plays, worry not. As well as being named, these options also have a diagram beneath them. Granted, a fair amount of them are still fairly incomprehensible unless you know about the sport, but it's easy to find a few that work for you. After a while, you could even begin actually having a clue what's going on...

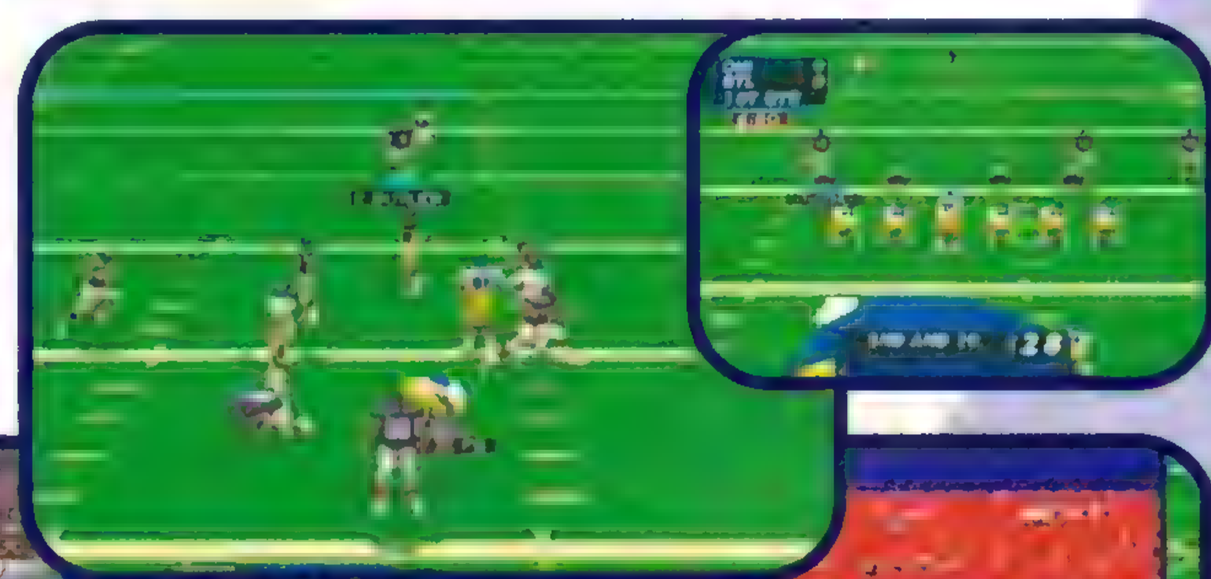
Madden '97 isn't a game for all. While probably the best sports sim on the market, it's still a game with limited appeal here in the UK. If you don't like American Football, you won't like this. If you're fond of non-stop action, again, this probably isn't a purchase to consider. Everyone else should give it a quick look at least. It's nice to look at, easy to play but difficult to master and, like all EA Sports games, as slick as the result of an oil tanker crash.

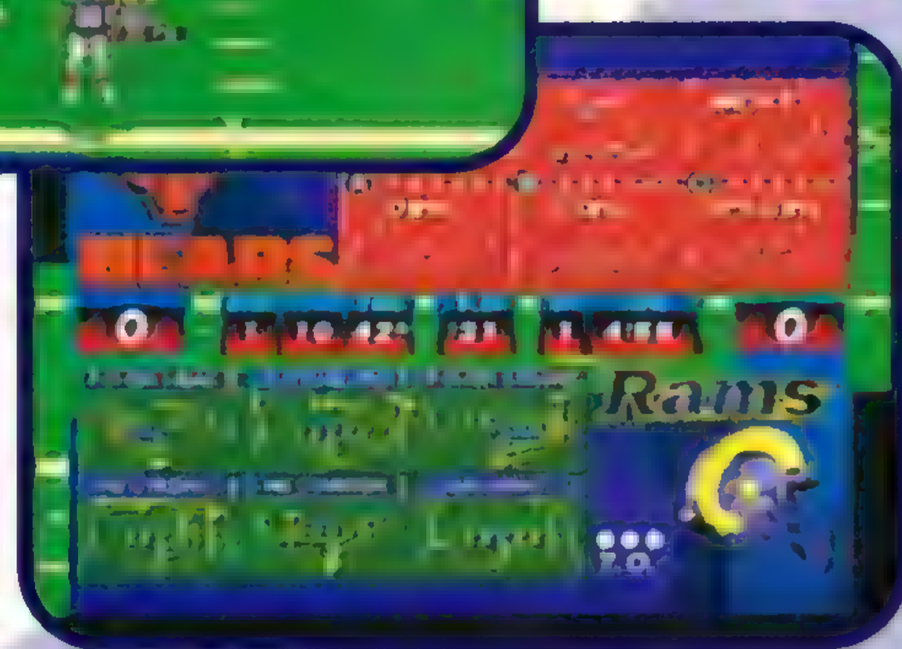
If only EA could do *FIFA* as well...

JENNY CARR

Lots of large padded men go for a run on the letter 'N'.

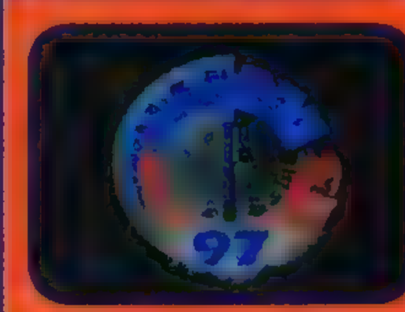
"Growl. Baaa. Growl. Baaa." — actual in-game sounds.





SATURN

Score Sheet



Publisher	EA
Players	Multiple
	£44.99
	Out Now
	Sport
GRAPHICS	89
SOUND	87
GAMEPLAY	90
OVERALL %	89

Score Sheet

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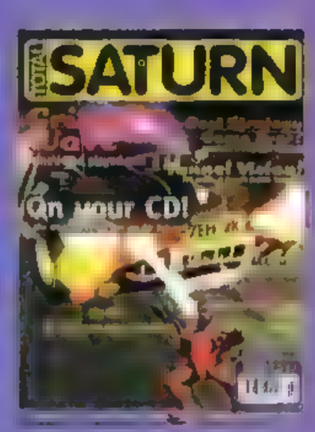

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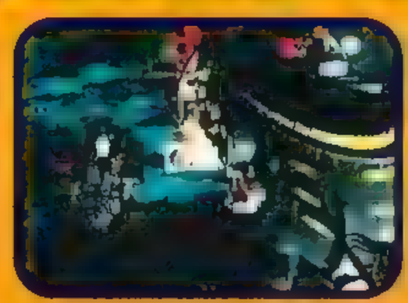
Tunnel B1

SATURN

Fact Sheet

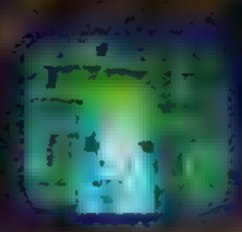


Fact Sheet

Tunnel-racing, fast-pacing, god-damn awe-inspiring action is what makes *Tunnel B1* so eminently worthy of a special feature in our mag!

Life can be pretty trying when you're whizzing around a massive maze of passages and being pursued by ruthless enemies... So, we've slapped together a selection of maps and tips down to help you become a super number one all-time tube-racing champ.

B1 Power-Ups



Switches

These can be found dotted around the various levels and open doors when activated. To do so simply run over the pressure pad, so the light turns from red to green.

Crates

Littering the corridors, these contain vital supplies of ammo to ensure you always have the means at hand to give those bad guys a damn good hiding.

Power-up crates

Usually highlighted with big arrows but otherwise identical to your run-of-the-mill normal crates, contained in these are precious weapon upgrades to give your ship that bit more oomph!

Nuclear crates

Blast these to expose the radio-active core, then collect it for an energy boost. However if you leave the core for more than a couple of seconds it goes critical, so get close and grab it quick!

Guns

Your standard weapon to start off with, and pretty naff it is too. They can be upgraded to triple power but are still not powerful enough to see off most of the more powerful enemies.

Flares

Once you have the flare installed, it can be used to distract enemy fire, giving you valuable extra seconds to pick off your targets. Learn to use them well.

Rockets

Far more powerful than the machine gun, rockets can be upgraded to homing missiles, which follow their targets once lock-on is achieved, even round corners!

Mines

Once laid they'll explode after a short time. Drop one and get out of blast range or, if you're clever, you can drop it and then ram into it to bounce it into a more strategic position.

Laser

Packs a lot more punch than those 'wussy' machine guns. Also allows you to lock on to aerial targets, which makes it an essential addition to your armoury.

LEVEL 1: Industry 1

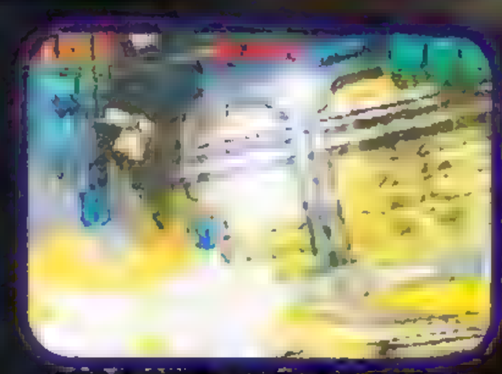
Apart from a few odd guns towards the end, there's not a lot to challenge you on this first level. However, there are power-ups which should be obtained, as things soon start to 'hotten up' (as that bird in *Krazy Ivan* would say). Two machine gun upgrades are available, [illegible] and also the rocket launcher, which [illegible] against the more heavily armoured and mobile bad guys.

The first machine gun upgrade is to be found at the end of the right passage, at the first tunnel fork. At the next fork, go left to get a second gun upgrade and remember to take out all [illegible] you will need all the ammo you can get.

Go back to the junction and turn left. This is the last section before the exit but look out for the sentry guns and make sure you also get the [illegible] install on the way out.

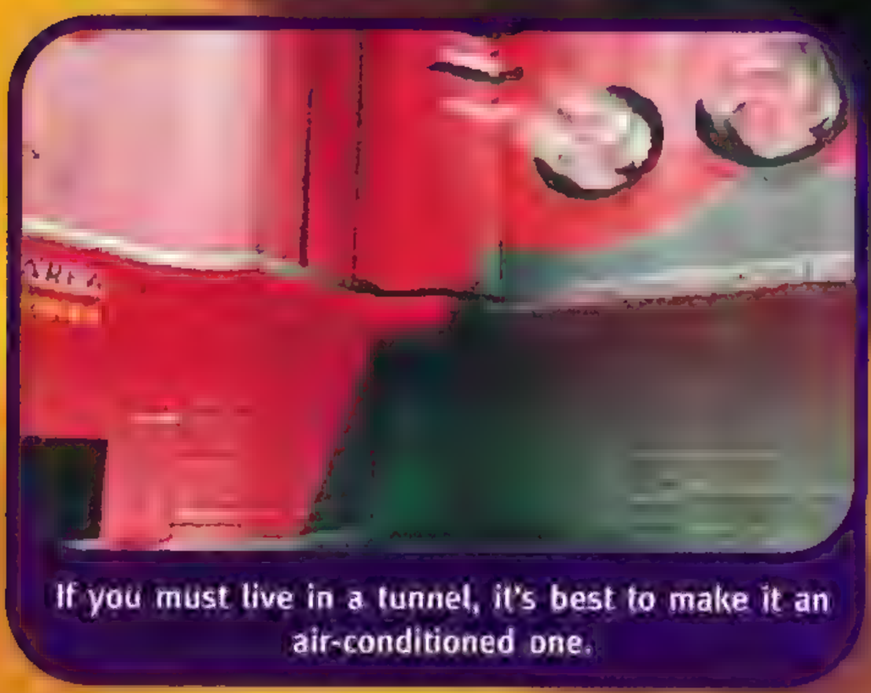
Is that a giant rooster I see before me?

Long hold-ups on the B1 motorway



Numbered explosions, now why hasn't that been used more often?

LEVEL 2: Industry 2

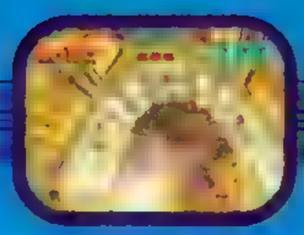


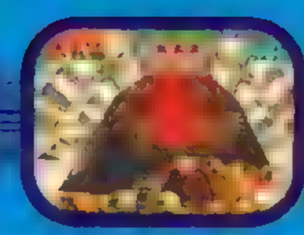
If you must live in a tunnel, it's best to make it an air-conditioned one.

This is the first level in which you'll come across radioactive crates, which can either be your friend – or very nasty if your reactions aren't up to scratch.

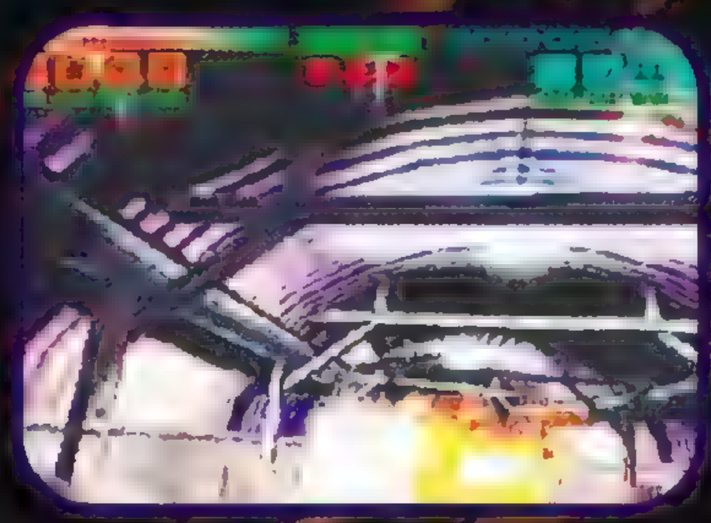
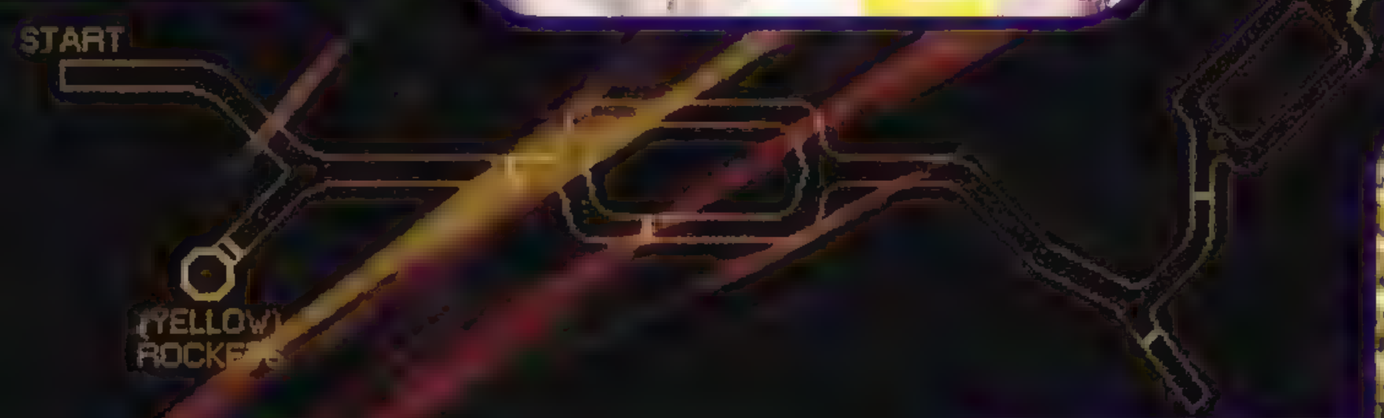
The first can be found if you go left at the first fork and then left again. Look for the big yellow and black crate, marked with radiation symbols. Blasting it reveals a core, with a rapidly decreasing number countdown just above it. Grab it before the countdown reaches zero to get an armour boost but don't let it go critical!

Head back up and turn to the left to grab some extra rockets, then go back up the main passage. There's a section of three branch corridors shaped a bit like a heart and down at the end of the middle one, you can find the flare installer. Grab it and head for the exit, taking the left fork just before it, to bag yourself the mine install. When the helicopter shows up, wait until it lands and then let rip. You can't hit it while it's in the air, so just keep dodging and moving until you can get a clean shot.





LEVEL 3: Industry 3

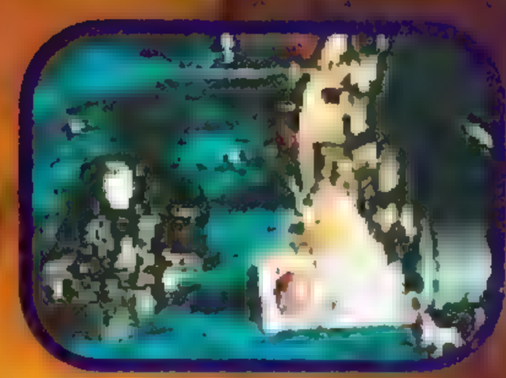
Now things are starting to warm up! There are some circular sections of passage, which should be explored all the way around to activate several hidden gate controllers.

Probably the biggest pain, is that there are several helicopters zipping about and they can really take you by surprise. Keep moving, especially if you happen to be low on energy, 'cos one could pop up at any moment and zap you. Work your way around carefully and note the positions of the many radioactive rocks – chances are, you'll need to make use of them before the end of the level. Beware though, as some are stuck in the middle of passages flanked by guns, so be careful how you fire and try not to hit them by accident.

LEVEL 4: Industry 4

Good penguin impression mate.

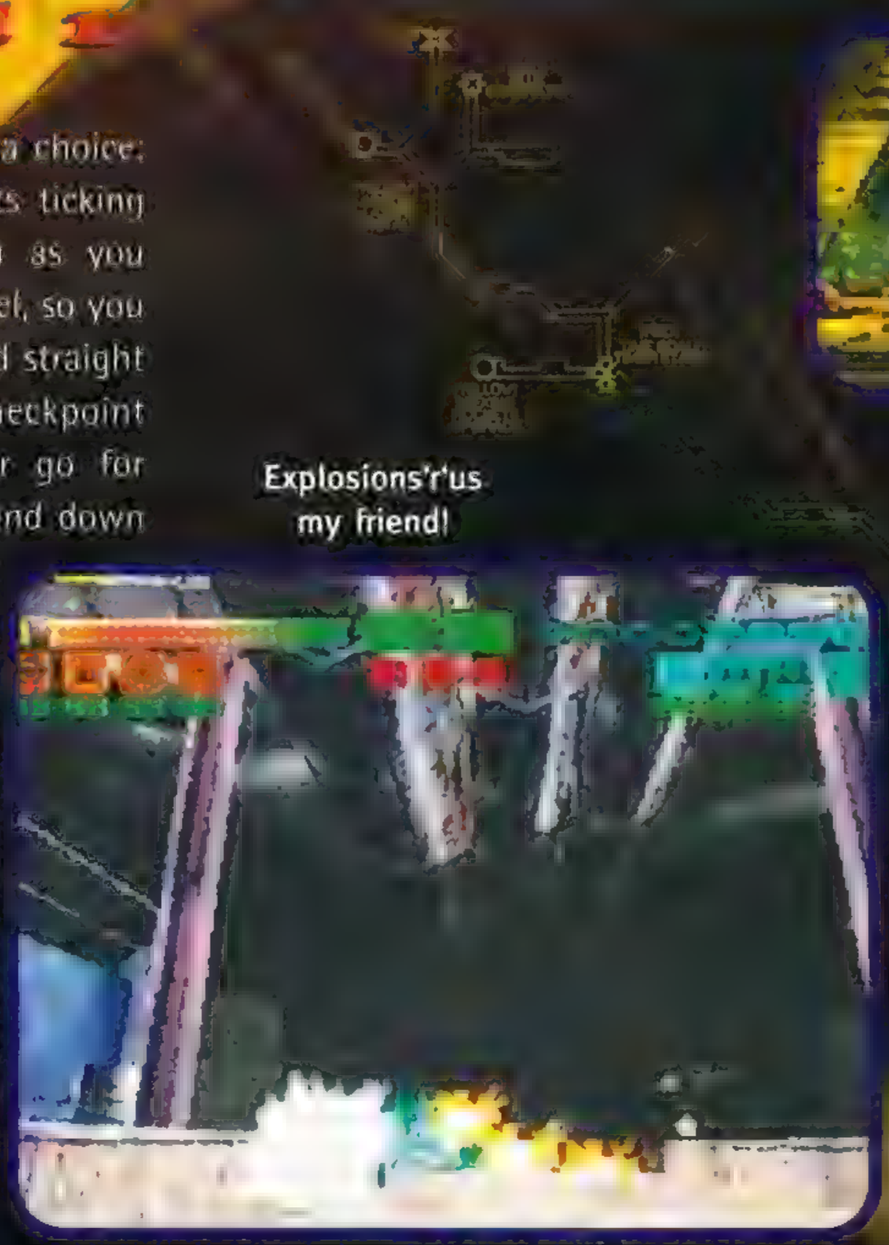
If you haven't perfected controlling the craft at high speed by now, you'd better go back and spend a little time practicing. The objective here is simply to make it to the exit – in one piece and within the time limit. There are six sections in all, each of which must be reached within the limit. Every time you pass a checkpoint it triggers the timer for the next section, so there's no time for hanging about – you must adopt a no holds barred, straight through approach! Periodically, enemies will appear to slow you down. Don't try to avoid the mines they drop (it'll throw you off course) just blast 'em. When the ships themselves explode, they leave their boosters behind. If you get to the last section, you have to use a speed boost or there's [illegible]



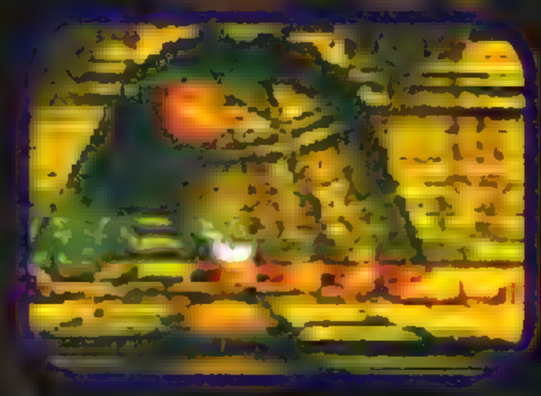
LEVEL 5: Tunnel 1

Here you have a choice: the timer starts ticking down as soon as you enter the tunnel, so you can either head straight up to the checkpoint (fairly easy) or go for the extras found down in the short right fork in the corridor. It is worth doing this – if you feel confident enough to make the checkpoint [illegible] necessary).

Then it's a race to the next checkpoint. The final section is nice and easy, at least in that there's no timer counting down. In the corridor to the left, just beyond the second checkpoint, is the heat-seeker upgrade for your rocket launcher and up the next left tunnel the laser install can be found. The generator, the final primary objective, is up the last right hand fork before the exit. This must be destroyed before the level can be completed.



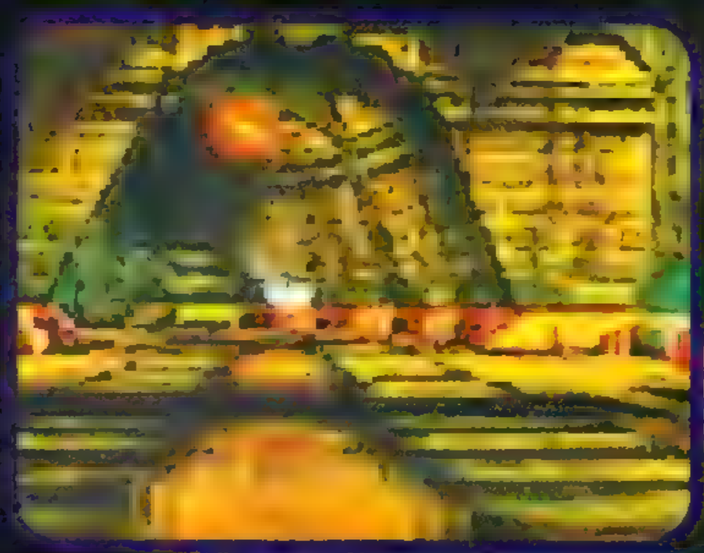
Explosions'r'us my friend!



LEVEL 6: Tunnel 2

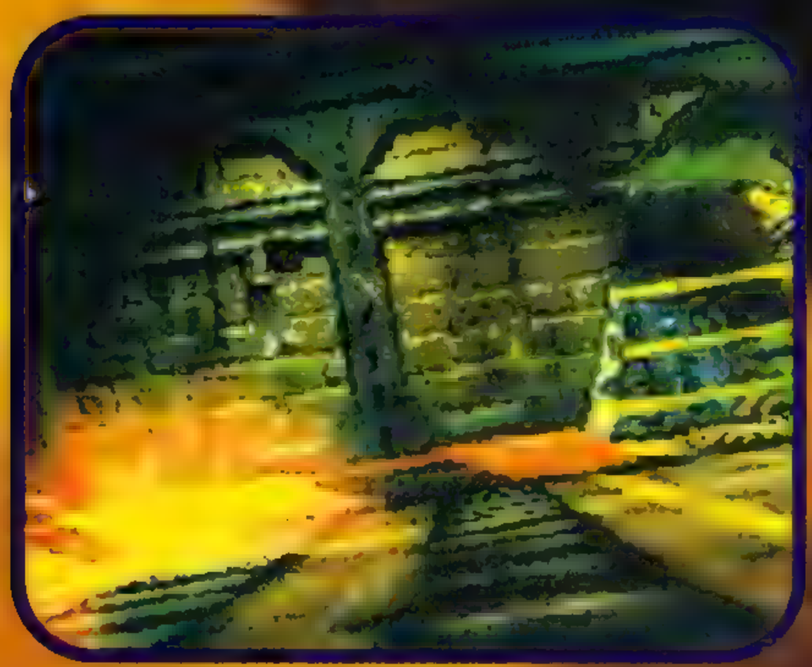
The last long section leading up to the exit point is timed, so you must make sure you do collect everything you can, before triggering the countdown. All the generators need to be destroyed and you'll also want to collect the vital missile install and heatseeker upgrades, to help you along the way.

When trying to make the final run, keep firing off flares to distract the bad guys – that way you can concentrate on avoiding the many mines which litter your path. Time's pretty tight, so you can't afford too many slip-ups. Hit that accelerator [illegible] your fingers.

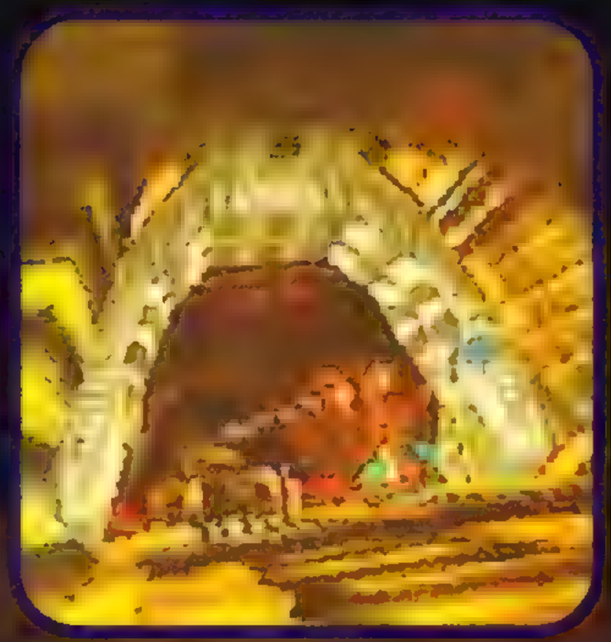


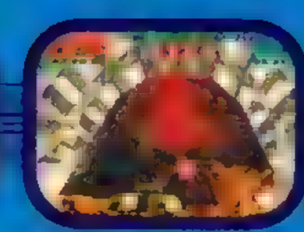
Mind y'r back on your exit dash.

Take out the generator with your bleedin' huge missile.



How pretty, seems a shame to blow it really...





LEVEL 7: Tunnel 3

The map for this one looks fairly straight and simple but it's timed, plus there are loads of little off-shoot paths stacked full of goodies. Basically it's up to you to decide how many risks you're prepared to to take. The more goodies you can bag, the better but at the end of the day, apart from destroying the two generators situated at the end of the fourth and fifth left hand junctions, there aren't any compulsory mission objectives. However it's worth playing the level a few times anyway, getting to know the quickest route, so you can collect as many bonuses as possible. It all counts later on...

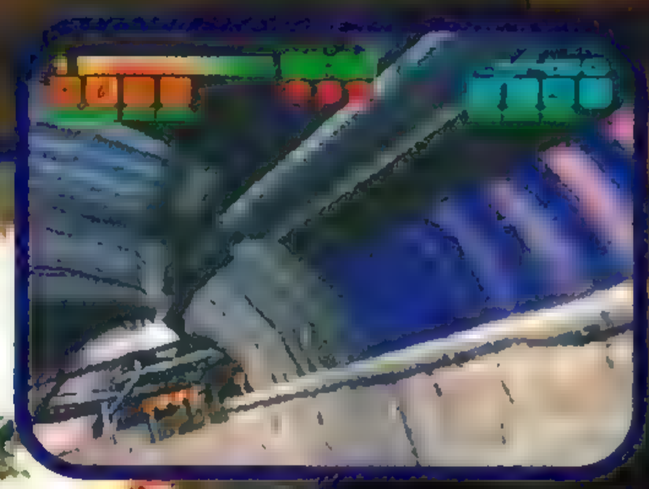
Fly about at whim, wherever your fancy takes you...

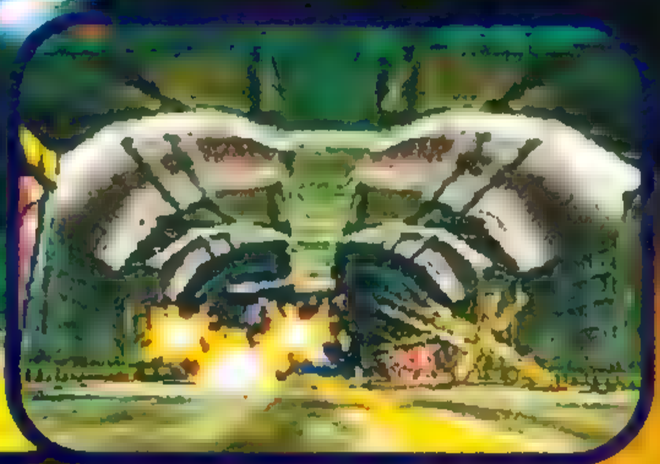
Blow the core, then leg it, quick-sharp!

LEVEL 8: Tunnel 4

Go straight ahead from the [illegible] end of what appears to be the main [illegible], and you'll come across an upgrade which gives you double cannon. Now turn back and take the turning on your right. Keep [illegible] and take out the [illegible] generator, then go back to the main tunnel at the big double junction. Take a left at the next and keep going straight on, until the path breaks into two. There are three blue generators which need to be destroyed, the first being up the next left and the other two to the right. Be careful though, as this section is timed so there's really no time to admire the scenery.

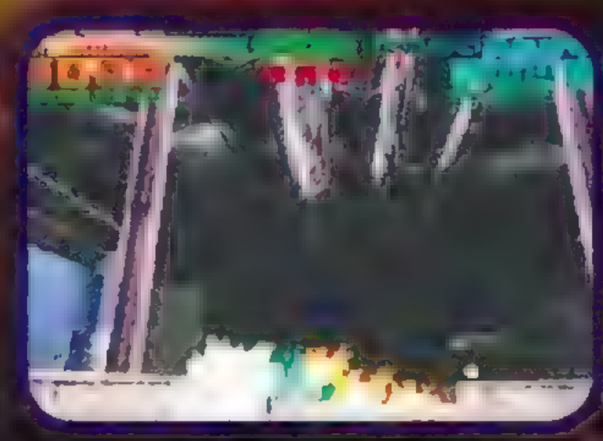
Next head back to the central junction and turn right, into a long final run home, where you should use a boost to escape if necessary.





LEVEL 9: Sewer 1

Take time to gather [illegible] and trigger the timer. Don't worry about the bad guys and just keep going, stopping for power-ups only if you're well ahead of the timer. Get the two generato[illegible] right landers. Now it's time to dash for the exit against the clock. The enemy walker will [illegible] keep it occupied until the exit opens up for you to leave the level.



Another vital life goes down the toilet. Ah, well...

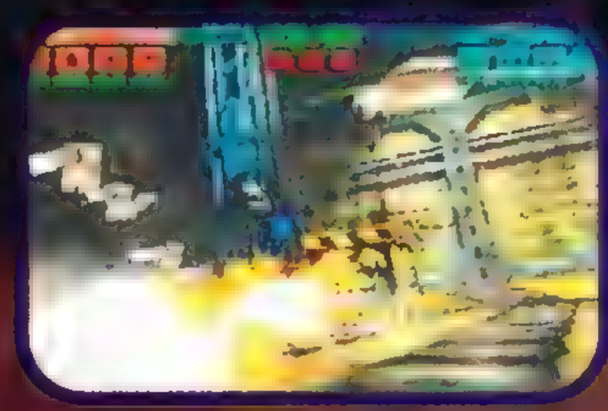
LEVEL 10: Sewer 2

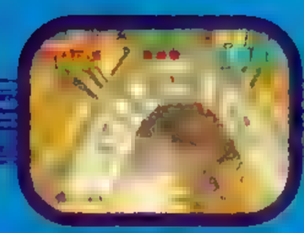
Flares at the ready, 'cos the bad guys come thick and fast and they ain't messin' around. Homing missiles are the ordnance of the day, so keep the flares flying or you're toast! Pick your way up the corridor, taking as little damage as possible (some is inevitable) until you trigger the timer – that's when things start to get really hairy. Keep the old accelerator to the floor (as it were) and peg it straight through, remembering to take out the blue generator as you go (this is one of the objectives).

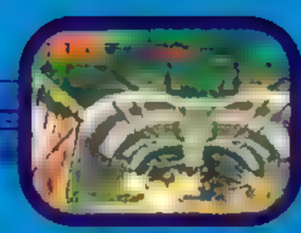
Use smart bombs on the enemy walker, blasting and collecting the radioactive crates whenever you can, and exit the level when the evil one bites the dust.

You get all sorts of funny types hanging around in the sewers.

Kill the evil one, kill him, kill him!







LEVEL 11: Chemical 1

From the start, head all the way around the main tunnel until you reach the Cyan generator which will de-activate all the enemy's defenses. Then head back and blast the blue generator near the start, taking time to collect the freeby as well – found lurking down that dark alley to the top right. Bag the double laser upgrade, then head towards the exit, where you'll come across a tough red helicopter. Weaken it with smart bombs, then blast it into submission with whatever other firepower you can muster, before heading back towards the start and collecting the smart bomb and rocket bonuses.

You can now leave this level safe in the knowledge that you're kitted out as well as you possibly could be to face the final challenge.

LEVEL 12: City 1

There are [illegible] distractions [illegible] level on start. This [illegible] mean you really need to keep moving to succeed. Use lasers and rockets to dispose of the baddies and be sure to pick up the smart bombs they drop when killed, as you'll need them later on. Use rockets on the switches, to open the gate and cancel the timer. Then it's a case of inching your way ever onward, taking out the enemy hardware as you come across it and collecting as many of the goodies they drop as possible. When the helicopter finally turns and makes its attack, dodge its missiles and keep using your smart bombs (you should have been stockpiling them for this moment) until it finally gives up the struggle. Your mission has finally reached a successful conclusion. Can't say fairer than that!

Look at that – hardly a scratch on it!

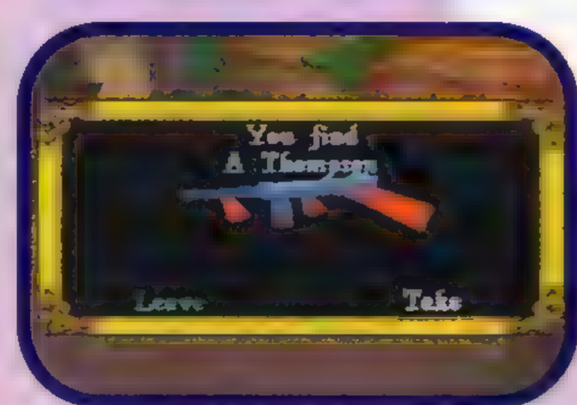
Alone in

The PC is a rich source for top quality adventures and *Jack is Back* is the follow-up to one of the best known and loved of all. This atmospheric pre-*Resident Evil* schlock-horror is guaranteed to have you swearing with frustration and reeling with horror — almost! But fear no more, for TOTAL SATURN have a full solution lined up for you...

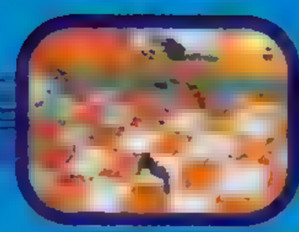
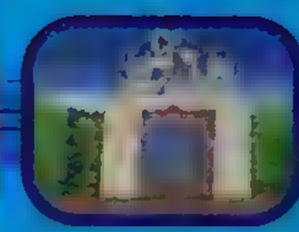
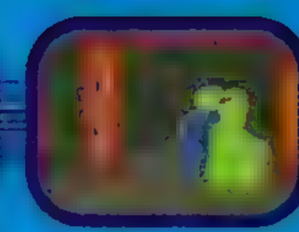
Just because it's an old gun, it doesn't mean that it's poor quality, you know. Mind you, shooting bullets at a stone statue isn't going to make much impact, is it?

SECTION ONE

Kill the bad guy then pick up the flask (restores health), the clip and the Gun. Go to the marble bench and reload the gun using the spare clip. Kill the two baddies, then push the marble statue out of the way, to enter the maze.



Jump on the ace to get it bad in the face!

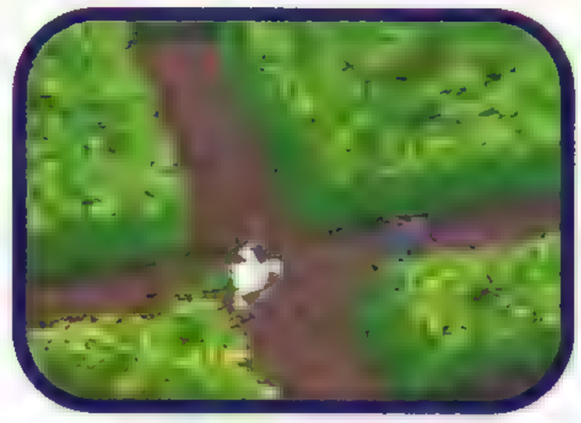




n the Dark

There are several baddies roaming around the maze, so have the gun ready. The first one, encountered to the left will leave a photo when killed. The items that should be found in the maze include a rope, some Thompson ammunition and a grappling hook. At the top left of the maze are four playing cards. Stand on the ace of diamonds and drop into the underground tunnels.

Head-butt the baddie to save ammo, then push the chest into the wall and a metallic jack of diamonds is revealed. Kill the ghost by punching it, then take the sword. Go to the altar which appeared when you pushed the chest, put the jack on the altar then go to the other end of the tunnel and climb the ladder. You will re-appear where you found the rope.

Make your way to One-Eyed Jack's Statue at the bottom right of the maze. Use the sword to get past the



thrashing foliage. Kill the baddie hiding round the corner with the gun and pick up the paper he drops.

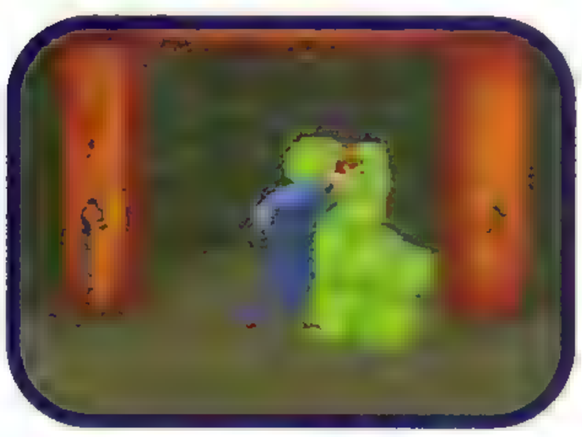
When you reach the statue, you must first connect the rope to the grappling hook. Use the hook and rope on the statue and a secret door will open, so go through it. After the fall everything you were carrying is lost. On the plank is a nickel, a crank and a paper bag.

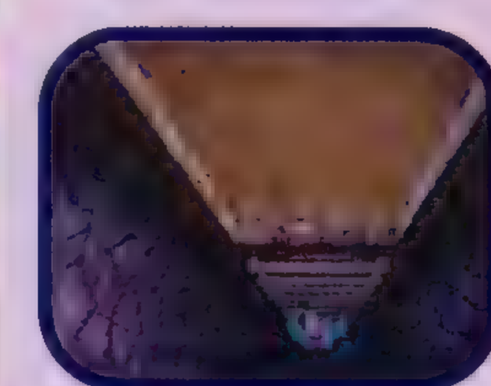
Striker, the dead guy at the end of the path has a page of a note-book: take this and the pipe-cleaner. Now use the page from the newspaper on the door, then use the pipe cleaner to get the key. Now you can use this to

open the door and go through into the room. Use the paper bag then push the lever, just as the guard walks past the hole in the wall.

Take the riot gun, flask and manuscript, then use the crank on the clock to reveal a secret passage. Enter the passage, taking the book and the cartridges on your way to the service elevator.

Use the rope and hook to open the secret door



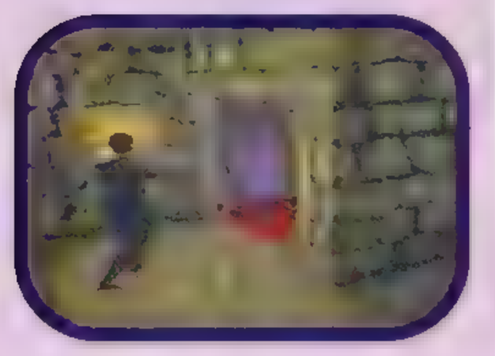


In the sewers...

Dead pipe-smokers do turn up in the strangest places. Rifle through fat boy's pockets to get some very useful items.

Going through lots of doorways is always a good tactic. Nice bit of perspective by the way.

Tear up that pact of immortality! Go, on — who wants to live forever?



Section Two

Tear up the pact of immortality to kill the guard then pick up the hook that is left behind. Open the door opposite the elevator and go into the laundry. Take the battledore and then go through the door into the Shooting Gallery.

Rather than just attacking the two guys head on, wait for the one on the far side to start to reload, then blow away his partner with the riot gun and kill the second with the battledore. Now pick up the cartridges in the corner and shoot the targets on the wall so that they all show the ace of diamonds. Kill the guard who comes out of the secret door, then follow the passage along.

Find the flask, bottle of whisky, two manuscripts and two tokens – you can drink the contents of the flask but don't drink the whisky – then go to the end of the room, take the book and read it. Go over to the one-arm bandit standing in the corner and put the nickel into it to pick up two tokens, before leaving the room.

Put the bottle of whisky in front of the drunk bloke and he will pick it up and drink it. When he dies you can pick up the sack which contains a Santa Claus outfit. Put it on, then exit by the nearest door and go up via the stairs in the Laundry.

At the top of the stairs, turn right towards the kitchen keeping as far away from the statue as possible. When the little guy walks between you and the statue, step towards it and the trident will skewer him. Now take the crown from the statue.

Go into the kitchen and pick up the frying pan from the table then take the plate of fried eggs. The cook then attacks you with a blow dart. Use the frying pan to first block the darts, then to knock out the cook. Take the poison from the corner of the room and use it with the bottle of wine. Leave the kitchen the way you came in.

Outside the kitchen is a double door with a serving hatch. Put the bottle of wine on it. After dealing with the attackers enter the guardroom. Place the two tokens you obtained into the organ opposite and pick up the doubloon that's lying on the floor, then leave through the door at the far end of the room.

Get the Thompson, cartridge and the bullet proof vest and return to the hallway. Now go up the stairs with the red carpet.

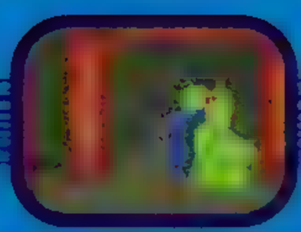
Kill the baddie at the top of the stairs with the Thompson and enter the door opposite. Go into the room on other side of the hall – the Billiards Room

As soon as you enter the room grab the Deringer from the billiard table, then shoot the guy in the room with it (because the Thompson doesn't work). Now pick up the sword stick that he leaves behind. A book and a piece of parchment can be found in the bookcases at the back of the room. Now exit the room via the entrance door turn left and enter the Bedroom.

Once inside the bedroom take out the sword stick and defeat the

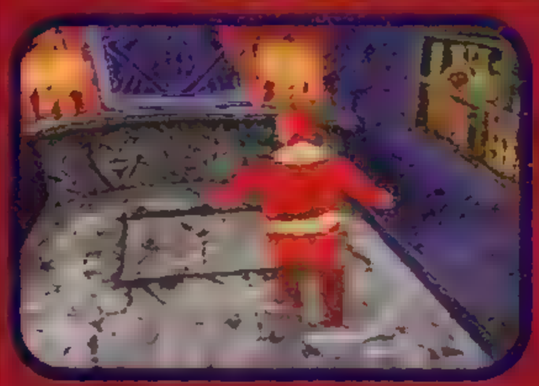
Four of a kind

Higher, higher! To be a winner, sharp shooting is needed to switch all the cards to the ace of diamonds



Let's take a trip!

After you've killed the arms, use the crown to enter the door then go and take the amulet to take a trip... to the loft that is!



two arms, waving sharp sticks of their own in the corner. This will then give you access to the parchment which should be taken. Now use this piece of parchment with the one that you found in the billiards room and read what they say. Place the crown you found on the trident statue on to the figure of a head that's standing on one of the cupboards. Enter the door near the head, pick up the amulet from the floor and you will then be transported up to the loft.

Pick up the parchment and the flask that's lying on the floor and then exit via the door.

On entering the hallway, run to the left and find the Thompson in the chest. Quickly kill the two guys who enter and collect the grenade, flask and key which they leave behind. Now enter the Attic junk Room opposite the door you entered by.

Go over to the Jack-in-the-Box, insert the gold doubloon and in return you'll receive his pompon. Next return to the Hallway and enter the closed door to your right.

Run over close to the exit, which leads to the garden on the right and throw the pompon through it. The murderous clown character will then follow it and will be killed by the snakes. Whilst the clown is being killed, enter the garden and throw the grenade down the chimney. Then jump down the chimney yourself.

Kill the remaining guys who survived the blast and then go over to the Christmas tree. Take the billiard ball and then return to the billiards room upstairs. Put the billiard ball into the Chinese Billiards machine and go over to the revealed secret door. Use the key found in the attic to unlock the door and then enter it.

After Jack has his recital, use the hook on the locked door, then pursue him back towards the kitchen. Alas! Before you get there you'll be captured by the witch and your character will be changed to the little girl...

Now that you have become Grace, fighting is no longer an option, so new strategies have to be adopted and being sneaky is the name of the game. You will now start next to the marble bench, so from here go towards the

blue car next to the mansion. Go to the boot of the car and open it. Grace will then climb inside and discover a billiard ball. The car will then take you off, arriving outside the garden.

Get out of the car and head into the trees, sneaking past the gangsters to pick up the hook from behind the dancer. Now go back to the far side of the car by the same path. When you reach the flag, search around for a hole at the base, then put the billiard ball into the hole.

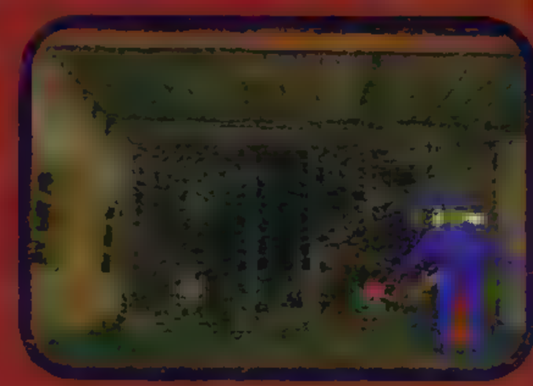
Lastly, when the statue appears next to the tree, quickly put the hook onto the statue and you'll be taken to a ship...

The Rambo pose is spoilt somewhat by the costume.

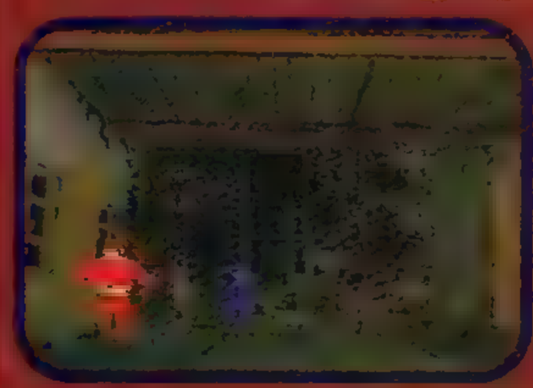
Collect the bulletproof vest from the dormitory and don't forget to leave the kiddies their Xmas presents.

What dead bloke bleeding all over the lino? I didn't have anything to do with it at all, your honour.

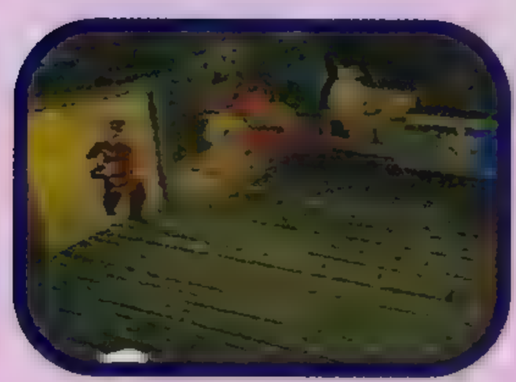
Clowning around



Use the pompon to kill the clown, then get down the chimney – after the grenades of course, stoopid!



Stick the ball in the Chinese machine to open the door.



Section Three

Head for the board by the door and push it to one side.

Now give the parrot the seeds taken from the table in the guard room, then take the sandwich and pepper pot from the table.

When you hear the footsteps, run back into the room with the parrot and stand next to the table. Once the guard has walked past, run back out into the hall, turn right and climb up the ladder ahead first, then up the next ladder. This will take you up onto the ship's deck.

On deck, immediately run down the screen, staying as far away from the pirates as possible. Then grab the tinder-box from next to the barrel and climb down the nearest hole.

Run over to the red chest and Grace will take out a small cannon. Next take the glass vase off of the shelf and put the small cannon a few feet away from the front of the door. Now use the pepper pot in the front of the cannon, go behind it and throw the glass vase at the door. As soon as the captain begins to walk into the room, use the tinder-box on the cannon. Remember to activate the cannon only when he walks through the door, not before. Once the captain has sneezed himself to pieces, go over to the far side of the bed and pick up the captain's staff, then leave by the door and run into the room opposite.

Once inside the galley, take the chicken foot from the table then go up via the dumb-waiter (the grey door in the wall). Next ring the bell and when the dumb-waiter opens climb inside and take the key. The dumb-waiter will then take you further upstairs to the house kitchen.

Run over to the grey cupboard on the left and use the key to open it. Take the ice-box and the molasses from the cupboard, then head towards the door furthest away. Just before exiting the room, place the ice box on the floor in front of the open doorway, then walk through the doorway to attract the guard's attention. Once he has seen you, run back into the kitchen and past the ice-box; the pursuer will then slip on the ice and get knocked out. You can then proceed through the hallway and go back up the stairs which will lead you to the first floor.

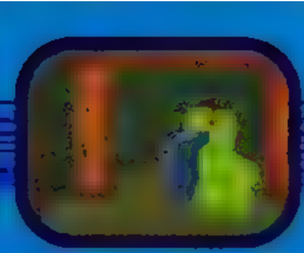
Once you've reached the top of the stairs, run to the right and when the guard notices you, put the molasses on the floor, then head towards the Billiards room located behind you.

Take the token lying at the end of the billiard table then enter the secret room at the end. Insert the captain's staff into the desk to obtain the key to Mr. Carnby's shackles and also a book. Now exit the billiard room and go left to the Witch's bedroom.

On entering the Witch's room, run straight over to the chamber of sorcery and place the captain's staff on the voodoo square. Grace will then be transported to the room next to the kitchen. Enter the kitchen, let the guard slip on the ice, then ring the bell next to the dumb-waiter. Grace will then climb in and (unfortunately) will be captured by the two cooks. Don't worry, this is supposed to happen you know...

Now you're back in control of Mr Carnby, so first keep pressing right until he picks up the key. Use the key on the shackles and then kill the pirate that's holding Grace. Pick up his Sword once he is dead, then exit through the door.

Kill the pirate using the Sword, then pick up the Thompson and the flask that he leaves behind. Now exit into the Hallway, take a left



and kill the pirate who leaves a short fuse and a pirate pistol. (Remember from now on to only use your sword, as the ammo is required for the later battles.) Next you must enter the liquor store.

As soon as you enter the Liquor store, quickly kill the pirate. Pick up the chain-mail, pistol, flask and lead bullets, then take the other chain mail shirt, which is accessed by pushing the barrel further into the corner. Put on the chain-mail and return to the Hallway, turn right and then enter the Ship's Hold at the end of the Hallway.

Once inside, turn right and kill the pirate with the pistols. Don't worry about being hit as your chain-mail will protect you. Take the bullets and the flask, then leave and head towards the Foundry at the other end of the hallway, on the left. Beware of the pirate hiding around the corner.

The best way to defeat the Blacksmith and his apprentice is to step back out of the door and take them one by one. Take the poker from the furnace and also take the key, as well as the pliers found on the table in the corner. Exit and go to the Powder Magazine that lies opposite, using the key you just found to open the door.

The pirate in this room requires some major sword work, so be careful. When he's dead, take the Gun Powder Keg and the book. Exit the room and climb up the ladder that stands near by.

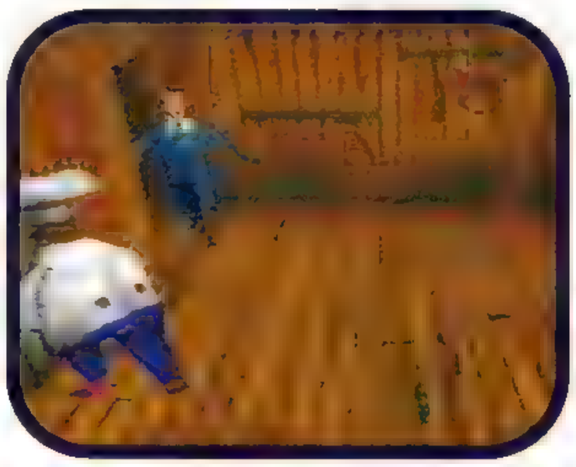
Enter the dormitory, quickly place the Gun Powder Keg on the little circle, then run over to the cannon room. Cut the chains holding the cannon to the wall using the pliers, then kill the pirate and finally, push the cannon. The cannon should now be facing the dormitory. Connect the short-fuse to the end of the cannon and light it using the red hot poker. Once the Dormitory has been destroyed, run into the room and take the Pouch of Gold and the Flask. Now go to the Galley next door to the Cannon Room (to get the Galley door to open, shake the Pouch of Gold).

Kill the two cooks who come running out for the gold, then enter the Galley. Enter the second room in the Galley and kill the cook in there. Take the metallic jack of diamonds and then exit to the room opposite the Galley.

Next, use the metallic jack of diamonds to unlock the door. On entering the room Mr Carnby once again becomes paralysed by the nasty old witch...

Now controlling Grace once again, go to the Figure of the Captain and insert the Captain's Staff. This opens a secret door. Enter the secret room and place the chicken's foot at the base of the table, by the witch. The following voodoo magic kills the witch and sets Mr Carnby free. Now you're playing Mr Carnby again! Don't fight the monster – run out and climb the ladder to the right up to the deck.

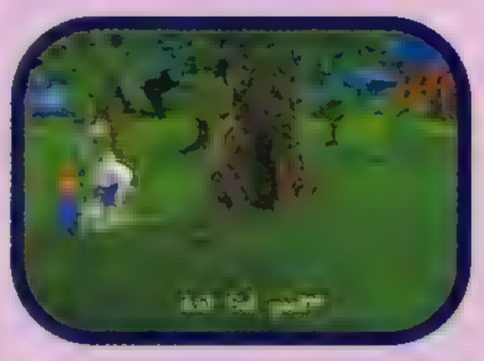
There are several pirates to kill here, so use the sword on them. Kill them all, take the hook and climb up the main mast (use a Flask if you find it necessary).



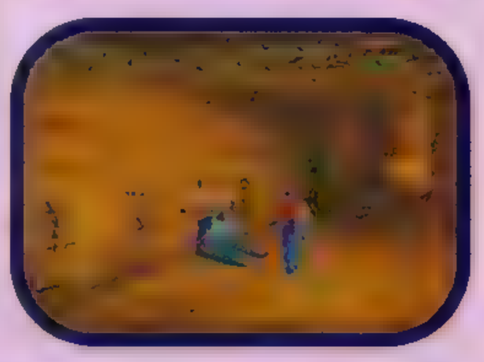
Life's just like a great big giant game of chess, isn't it. Too bad you're but a humble pawn in the hands of the Gods.

Once up the mast you should try and knock the pirate off the platform but if all else fails, simply kill him. Now stand underneath the rope and use the Hook to slide along it like a zip line.

Kill the pirate who is on the pole, then run off the end of it to get back onto the deck. Don't forget to pick up the sword. Now put on all the chain-mail and then use Captain Nichols' Sword.

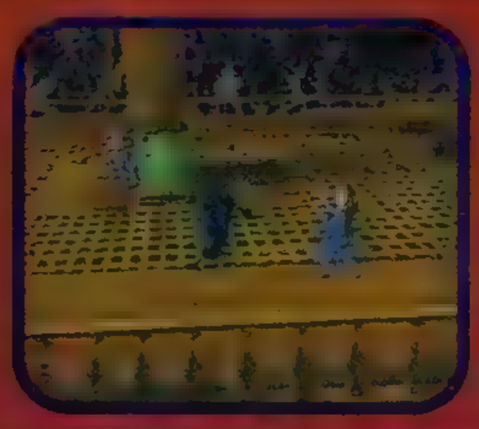
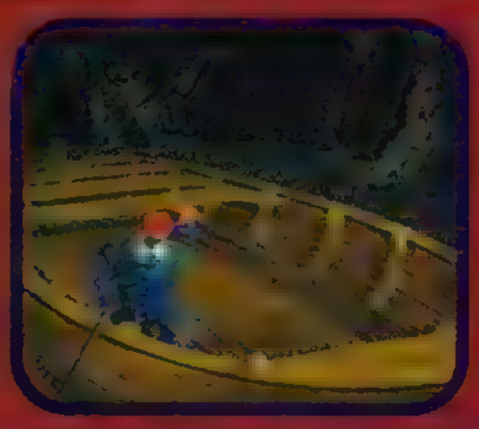


Now is the time of reckoning: run past the main mast and face One-Eyed Jack... Cut Grace free with the pliers and it's time to fight your arch enemy! You should know how to fight with the best of them by now, so we'll just say that if you can put him on the deck twice, you've won... Good luck!



The final battle.

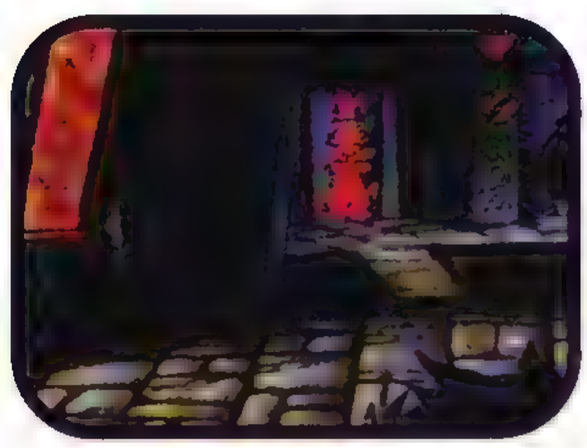
If you can knock public enemy number one (otherwise known as One-Eyed-Jack) flat out twice, you'll win the happy ending...

Discworld

For even the most hardened of computer adventurers, the ever so tricky *Discworld* will provide as stern a challenge as you'll see in a twelve month. Unless you have the brain of ten men and the patience of twenty, you're bound to need at least a couple of hints...
Guess who's going to help you out, chaps?

The inventory looks pretty meagre to start with but it's soon packed to bursting with apparently useless stuff!



Act 1

The story begins with Rincewind lying in bed. The intro sequence tells you the Arch Chancellor wants to see you and there's not a lot of point in hanging about – but first you need the luggage which is sleeping atop the wardrobe. Before leaving the room though, open the wardrobe and remove the pouch.

Go all the way down to the bottom of the stairs and then head for the door farthest to the left (not the exit into the courtyard). Enter to find yourself in a darkened room. Pick up the broom by the wall and return to the bedroom. Use the broom on the luggage and it will wake up before leaping to the ground. It will now follow you around obediently for the rest of the game and can be used to store the many and varied items you will encounter on your travels. Put the broom in the luggage.

The Arch Chancellor's room is located to the left of the statue above the library. Talk to him then go to the library and use the banana from the luggage on the monkey. In return he'll get you the book you need.

Take the book to the Arch Chancellor and he informs you, you need to find a staff of tumultuous thermaturgy, a metal container, a spiral of never failing induction, a miniature creature of excitable chitters and dragon's breath.

The first is easy. Take the broom to the dining room (it's easy enough to find). Walk up to Windle Poons. He's the one with the ear trumpet and cane. Swap the broom for the cane – this is the staff.

Leave the university buildings and talk to the young wizard outside. During the following sequence Rincewind will cough up a frog, which should be stowed in the luggage and the university gates will be opened.

You can now see a map of Ankh-Morpork. Locate the square and click on it. Rincewind then makes his way there. Go through the door (there's only one) to enter the Psychiatrickerist's. You need to get the middle seat to get the butterfly net from the wall but it's occupied, talk to the troll then exit

Go right until you see the tomato stall. Pick one up and throw it at the guy in the stocks on the far right then get another, from which a worm will emerge. Collect this. From now on anything you collect should go straight into the luggage unless otherwise specified.

Go back to the Psychiatrickerist's and the middle seat will be free. When you sit down swipe the butterfly net and exit.

Leave the square and go to the alley. Find the magic paving stone then wait until it fires you to the roof tops. Go left and collect the ladder which forms a bridge from one roof to the next, then go to, then click on, the window to return to the alley. From here, return to the university.

Choose the path to the left which goes round the back. Take the net from the luggage and put it in the personal inventory then use the ladder on the window. Take out the net to catch the pancake, then enter the university through the main door and go into the kitchen. and get the frying pan. This is your required metal object. Now leave the university.

Click on the left end of the street and enter the barber shop. Talk to Lady Ramkin then examine her rollers and continue the conversation until she decides to change her hair-do. Leave and return to the square.

Talk to the urchin on the far right and eventually you'll ask him for pocket-picking lessons. Practice on the old-timers and nick the bra!?

When you've learned the skill an icon appears in the personal inventory.

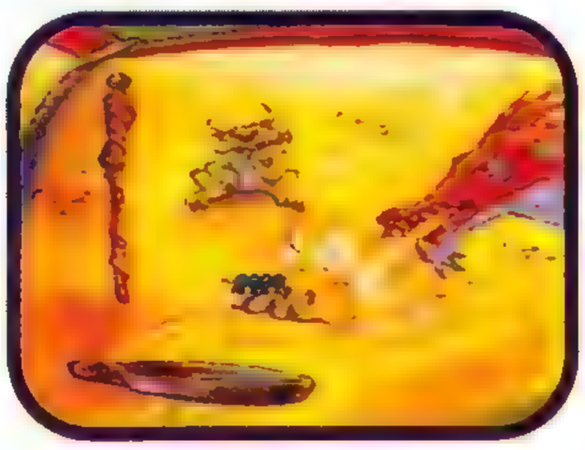
Return to the barber's and talk to the barber himself until he starts dreaming of the milk maid, then use the pick pocket skill on his pocket to get the roller.

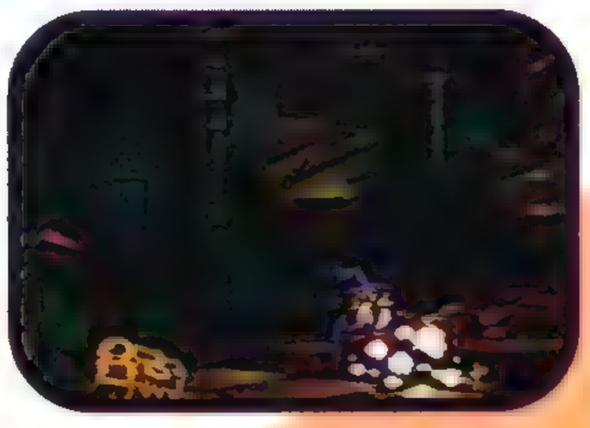
Go to the toyshop on the left end of the street. Get a toy and the string then go to the livery stable (bottom and slightly right on the map) and grab some corn.

Go to the alley and walk to the right end, avoiding the magic slab, and enter the door This is the alchemist's. Talk to the alchemist, then examine the camera to discover an imp. Examine the items on the desk and use the corn on the flame. This distracts the alchemist, enabling you to collect the imp. Unfortunately he escapes and runs outside. Go out and use the worm on the string, then use this new item on the mouse hole in the right wall. The imp emerges and can be caught. Leave the alley.

Go to the palace. Talk to the guards until they start fighting then nip through the door. Talk to all the people, then go through the door with the star on it. Take the mirror from the dressing table. Put it in the personal inventory, not the luggage. Leave the palace.

Return to the alley and allow yourself to be fired onto the roof.



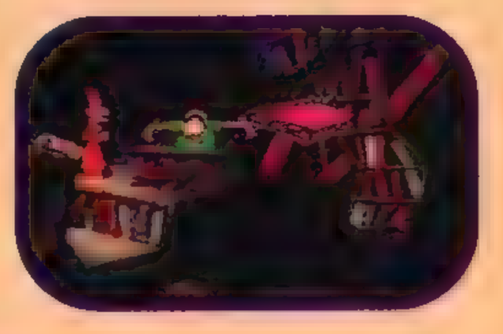


Don't frog-et to have a word with the student wizard having his lunch outside the Unseen University

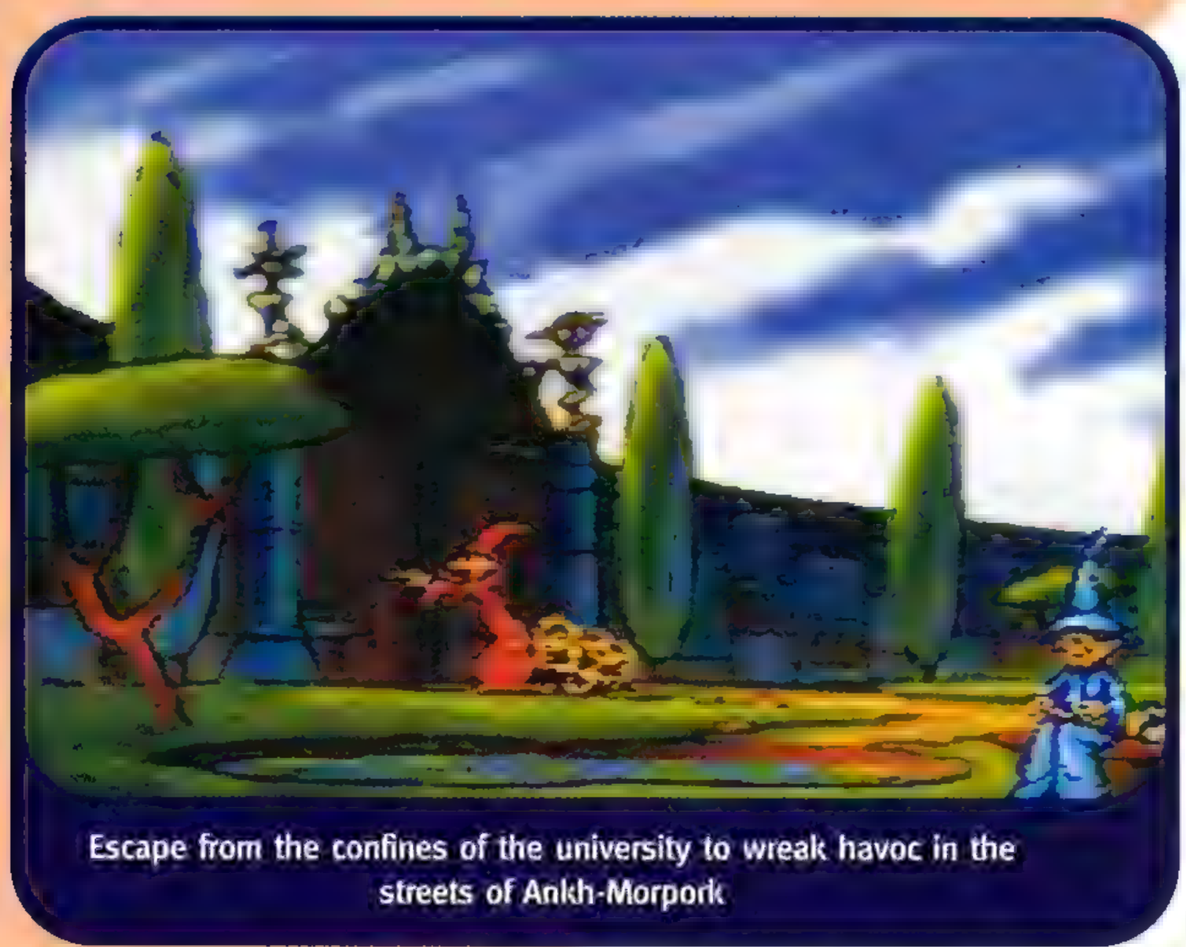
Now go to the big tower in the background by clicking on it. Crawl to the end of the flag pole and use the mirror on the tip. Click it again and then wait for the animated sequence to end. The mirror drops off, straight into the luggage below and this gives you the dragon's breath. Go back to the uni and the Arch Chancellor.

Give all five items to the Chancellor and, after the following sequence, you receive a dragon detector. You're then taken to the map screen with a clicking noise in the background. The faster the clicks, the closer you are to the dragon – move around carefully until you come to its lair.

Collect all the treasure and a dragon appears. It tells you to collect a gold item from each member of the 'brotherhood' who summoned it. Before you leave get the screw driver off the wall. Cue for act two...



The bad tempered cook doesn't take kindly to Rincewind's sarcy attitude. Silly old stick-in-the-mud


Escape from the confines of the university to wreak havoc in the streets of Ankh-Morpork

Act 2

Go to the university library and talk to the sleazy guy at the back. When he tells you about the golden banana, give him all the treasure you took from the dragon's lair. Then give the banana to the monkey librarian. This gives you access to L-space.

You'll see a bright door has opened up at the back of the library and this is the entrance to L-space. It's basically a time portal which allow you to travel to and fro between the present and the previous night and comes in very handy throughout act two.

Go into L-space then wait for the thief who arrives to steal the Dragon Book. Follow him to the hideout of the brotherhood.

Go to the park and use the frog on your past self who's asleep on the bench. Now use the net on the butterfly which appears.

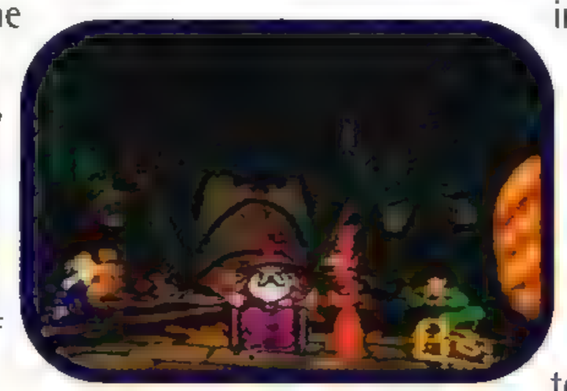
Go to the street and head for the corner, then use the butterfly on the lamp. Return to the present through L-space (you can use the secret entrance to the library rather than having to traipse all the way through the university each time).

Go back to the street and down the passage next to the fishmonger, to get the monk's robe off the washing line.

Go to the Broken Drum pub and examine the bottles behind the bar. Buy a glass of counterwise wine and a tankard of grog then take the glass and the tankard, together with a complimentary box of matches from the bar, and be on your way back through L-space.

Go to the hideout and operate the drainpipe next to the door, then go back right and wait behind the fence. When the thief appears use the glass with the drain to overhear the password.

Now use the monk's robe on Rincewind (he'll put it on) and knock on the door. An animated sequence now follows as the brotherhood summons the dragon. The members are the Jester, the fishmonger, the dunnyman, the thief, his mate the stonemason and finally the chimney sweep. The dragon told you that you must take one gold item from each of these six people.

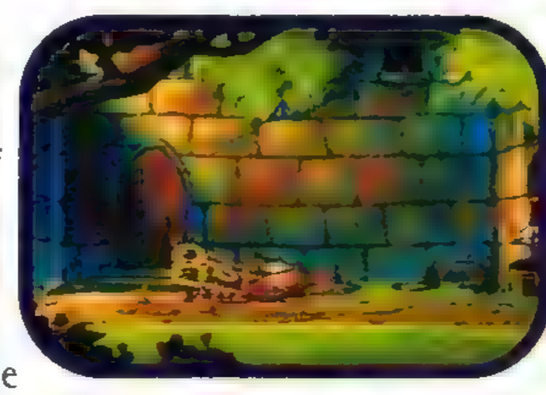


Go to the square and get some doughnuts from Dibbler, then go down the alley just behind him. Give all the doughnuts to the Dunnyman, then go to the Psychiatrickerist's. Talk to the milk maid and take the love letter. However you can only talk to her by sitting next to her. If the next seat isn't free talk to the troll, then leave and re-enter. They should have changed places.

Go to the barber's (also a dentists by co-incidence) and give the milk maid's note to the barber. He will now leave. Operate the dentistry machine and the hapless dunnyman's golden tooth will soon be yours after a spot of prodding.

Return to the uni, go around the back and take one of the dustbins. Now go to the inn located at the top left of the map. Go through the door, through the bedroom into the bathroom and once there, swipe the bubble bath.

Go to the Psychiatrickerist's and keep talking/exiting/re-entering until you can get the seat nearest the secretary. You'll then be called up stairs and following the sequence, two new items – both ink blot pictures – will be in your proud possession.



Go back to the palace and give the guards one of the pictures. Wait until they start fighting, then pass through. Use the garbage on the fool, then follow him into the dressing room. Use the bubble bath on the bath and grab the hat from the hat stand. The bell is the jester's gold item.

Go to the toyshop and get a hog father doll, then to the city gates. Examine the boxes and get the gunpowder and fireworks.

Go to the alley and put the hog father doll into your personal inventory. Next you must head for the rooftops, via the magic paving stone. Use the doll on the chimney which is situated to the right then return to ground level.

Enter the alchemist's (which is now full of smoke) and use the gunpowder on the fireplace and the string on the gunpowder. Drag the pointer around to find where everything is.

Leave and light the fuse, which is hanging out of the drainpipe to the right – the resulting explosion brings the sweep crashing down to earth and his prized gold brush into your possession.

Go to the square and talk to the lovable urchin. He tells you that he can only show you the handshake once you've proved your manhood.

Go to the inn and check out the bed in the bedroom, then take the sheet before proceeding to the Broken Drum.

Talked to the 'scared guy' then return to the library and go through L-space.

Head for the inn, put the sheet on and wake the man in the bed. While he's quivering under the covers the next sequence plays itself. At the end you will find a hammer but you won't know what to do with it.

Leave the inn, go back through L-space, go back to the Broken Drum and ask the scared guy about the hammer.

Then it's back through L-space, back to the inn, wear the sheet wake the guy and at the end of it all you'll have a pass to the city gates in your hands. Phew! Return through L-space.

Go to the city gates and show your pass. The guard will open them and let you through. A new map now appears. Visit the mountain pass then keep walking until you're confronted by a bird. A sequence follows, at the end of which collect a feather and an egg.

Go to the edge of the world (trace the pointer around the screen where the sea meets the sky until the message appears).

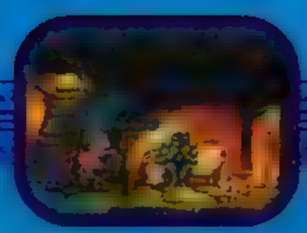
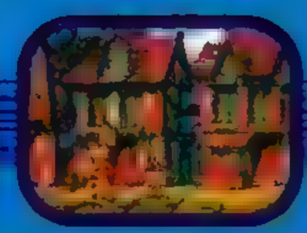
Shake the palm tree until the coconut falls into the water, then use the net to fish it out. Exit and return to Ankh-Morpork.

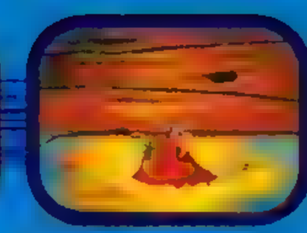
Go to the university kitchen and get the flour then go back again though L-space.

Go to the alley where you found the monk's robe and open the toilet door. Read the graffiti on the inside then return through L-space.

Go to the palace and use the remaining ink blot to get past the guards. Talk to the peasant until he tells you about the thief, then leave and travel through L-space to last night, once more.

Find The Shades on the map and go there. You couldn't previously enter this area but now the joys of these dodgy streets are yours.



Travel to the far right and up to the building with the red light and the three iffy looking 'ladies'. Talk to the one on the right and try to keep the conversation going until Rincewind asks for a special. When she asks, give her the flour and the egg, then use the screwdriver on the coconut and give her this also (coconut milk).

You'll leave with a pair of Sally's bloomers as a trophy, so return through L-space and go back to the urchin the square.

Show him the bloomers and he'll show you the handshake. Once it's learned, return to The Shades.

Find the stonemason and talk to him, then use the handshake (an icon appears in the inventory). You now have his golden trowel!

Walk to the very right until you get to the thief's hovel, then use the ladder on the bra in the luggage. Use the modified ladder on the hovel to make a bridge, then cross it.

Try and get the key and the thief turns over. Use the feather on his feet and he turns back. This time you're able to grab it and make your escape. Another golden item for your collection.

Go to the fishmonger's and use the string on the octopus. Now you're free to take it.

Go through L-space then to the street of the night before. Go to the corner and nick the pot off the window sill, then go back through L-space once more.

Leave through the city gates and click on the Dark Wood to the right of the mountain range.

Work your way right until you reach the house and go in. This is Nanny Ogg's house – watch out!. Use the pot on the cauldron, then head back to the city.

Go back through L-space and go to the pub. Talk to the bloke at the table just to the right of the bar. Then look at the picture and as soon as he turns round, click on his glass to turn it over. A sure sign of spoiling for a rumble!

When the bouncer goes inside use the ladder on the pub sign, climb up it and nick the drumstick. Return through L-space then go up to the university dining room. Use the drumstick on the gong which is found to the right.

Go outside and you'll see the young wizard has gone up to dinner, leaving his prunes on the bench. Best nab 'em, eh!

Go back to the fishmonger's and down the alley where the toilet is. Use the pot of love custard and then the octopus, on the toilet can and close the door.

Go back out in front of the stall and swap the prunes for the fishmonger's caviar.

Off he goes to the toilet and following the ensuing struggle, you can nick his belt buckle.

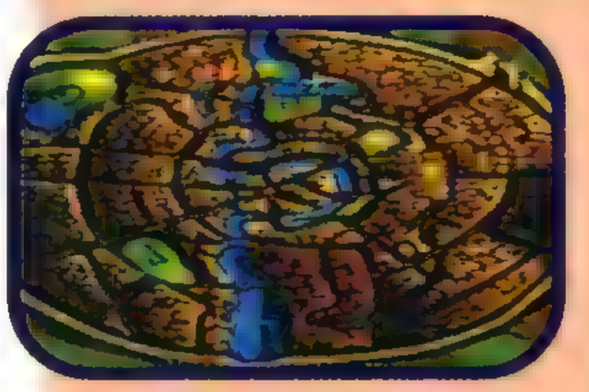
Return to the barn where the dragon is hiding and hand over all six of the gold items

Unfortunately the dragon now decides you're as responsible as the rest of the brotherhood and vows revenge. The only thing to do is to stop the summoning from having taken place.

Go to the square and visit Nanny Ogg's stall. Talk to her until she gives you the magic carpet, then keep talking until she asks for a kiss. When she puckers up you're able to swipe the love custard recipe book.

Go back through L-space and take the dragon book. It's on a shelf to the right of L-space. When you have it, use it on the recipe book to swap covers and replace the recipe book, which now has the dragon book cover on the shelf.

Wait a while and the thief will come along and take the book. An animated sequence now follows which, of course, leaves you with an even bigger problem at the end, which only successful completion of act three will sort out...



Act 3

Talk to the guards at the city gates and they will let you know the things required to become a hero who's capable of slaying the mighty dragon. These are a moustache, some kind of camouflage, a birthmark, a spell, a talisman and a sword that goes 'ting'.

Go to the library and look around the shelves on the right until you find the magic book. Read it then stash it and that's the spell found. Simple.

Next get the spatula from the uni kitchen and go to The Shades. and find the sooty mark on the wall.

Scrape it off with the spatula and this makes a perfectly adequate method of camouflage.

Go to the inn and try to talk to the sailor – you'll find that you can't because of the dog

Next go to the square and get a bag of leeches from Dibbler. Keep talking and eventually he'll hand them over. When the bag is in the inventory use it, to separate the bag from the leeches.

Go to the palace and use the leeches on one of the guards to get past, then enter once more.

Go to the back, to the dungeon entrance and enter, then walk as far to the right as possible. Check out the skeleton and pick up the bone when it falls apart.

Go to the toyshop and examine the pot of glue on the counter, then use the bone on it to make it all sticky. Take the gluey bone to the inn and give it to the dog, then talk to the sailor without fear of interruption. He asks you to find his lost parrot and gives you a whistle.

Go to the edge of the world. On the way to it there's an animated sequence involving a pretty impressive young woman so sit back and enjoy!

At the edge of the world, blow the whistle to make Polly appear then use

a firework on him to shoot him down. Unfortunately you can't quite reach him at this point.

Return to the square and take an egg from what used to be the tomato stall. When it breaks, pick up the snake which emerges.

Now go to the closet from which you got the broom and use the matches on the lamp to the left of the door. You'll see a packet of starch on the right, which you should collect and use on the snake. It will soon make sense, honest!

Next go round the back of the uni buildings and use the fertiliser you find there on the snake. You'll see it get bigger.

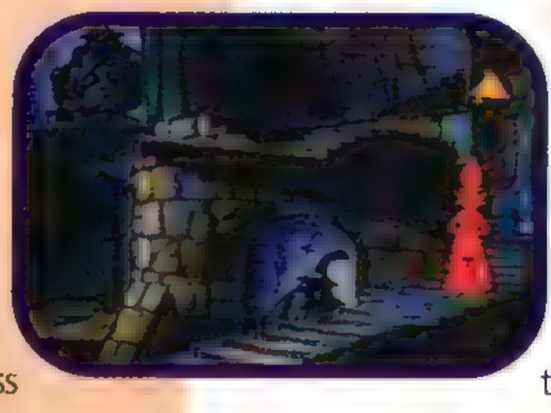
Take the starched and fertilised reptile up to the dining room and switch it for the broom handle that

is in Windle Poons' hand. If you now use the broom handle with the butterfly net, the handle will be amazingly extended allowing you to return to the edge of the world and fish Polly out of the water with it.

Go and give the sailor his Polly. Unfortunately he won't take it, as you've lost the whistle so this must be retrieved.

Go to the Arch Chancellor's room, where you'll see a hat resting unattended on the desk, pick it up and examine it in the inventory to discover something inside.

Go back to the edge of the world and take the lamp from the holder in the water, to the left of the palms.



Now replace the lamp with the hat and a long rope of hankies will flow down over the edge of the world allowing you access to a new area.

On the way down you meet Death but this conversation plays itself, so just sit back and watch.

Eventually you'll find yourself on the back of A'Tuin the turtle. Comb the surface of his shell to locate the whistle, then return up the hanky-rope.

Return it and the parrot to the sailor at the inn, then talk to him about his tattoos.

Go to the barber shop and collect the appointment book. Search if you don't find it straight away.

Next go to the Psychiatrickerist's (which is now a casting agency) and use the appointment book on the milk maid (you have to be sitting next to her to do this).

Now leave the city gates and visit the wood, where you'll come across the barber. Give him the appointment book.

Go to the barber shop and talk to the barber about a tattoo and eventually he'll tell you to see urchin in the square.

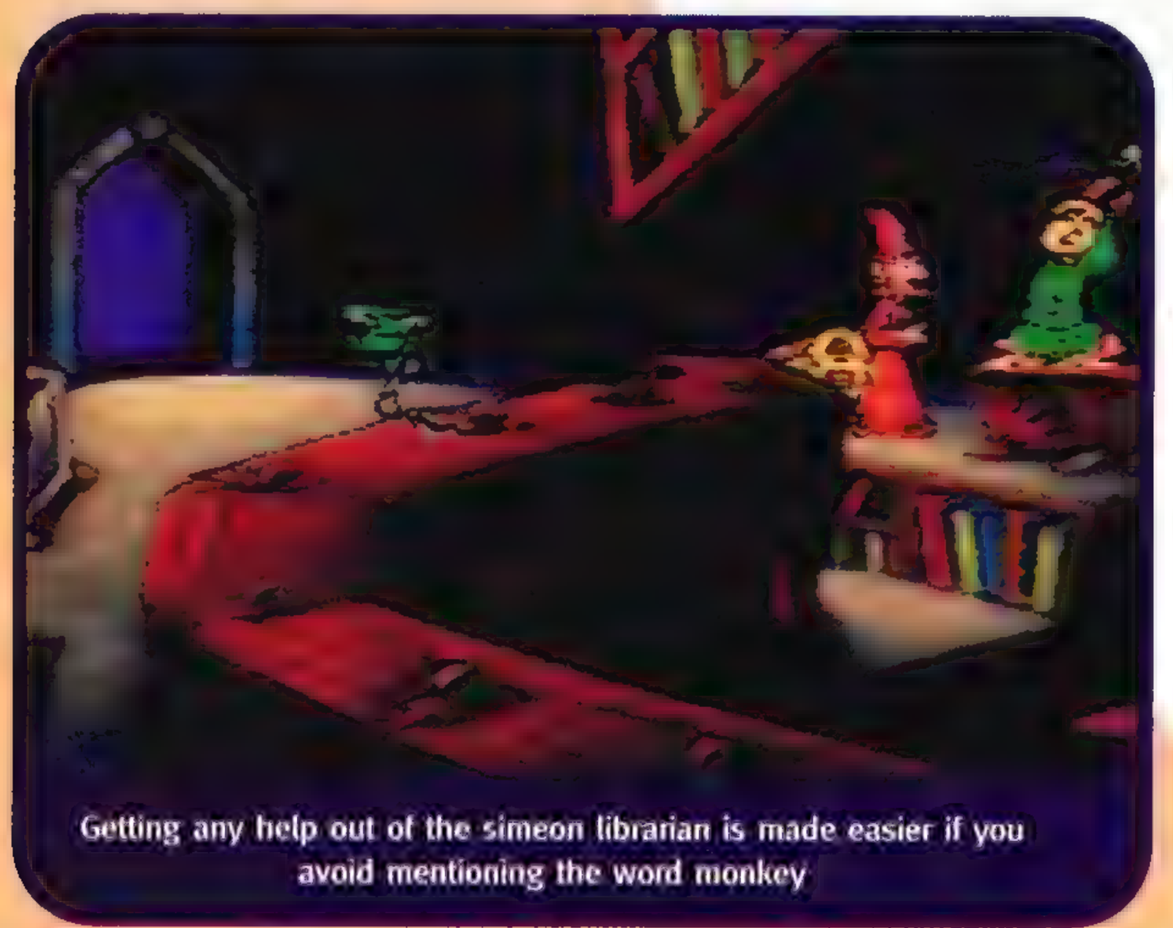
Next return to the The Shades and go to the thief's house (use the bra-ladder as before). Operate the bag on the shelf, then take the knife that is revealed.

Return to the square and go down the alley to the place where the dunnyman's machine will be located. Now use the knife on the rubber belt, put the belt in your personal inventory and exit.

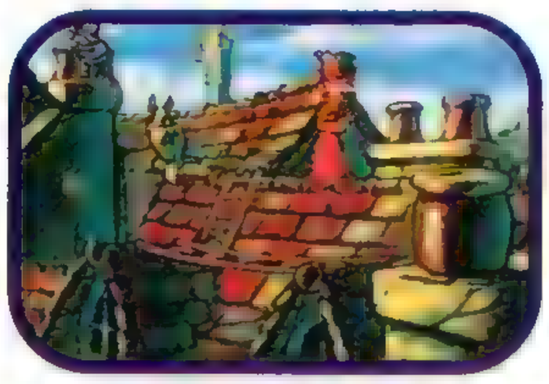
Leave the square, head to the alley and go up onto the rooftops. Now go up the tower where you got the dragon's breath and crawl out along the flag pole and use the rubber belt on the tip.

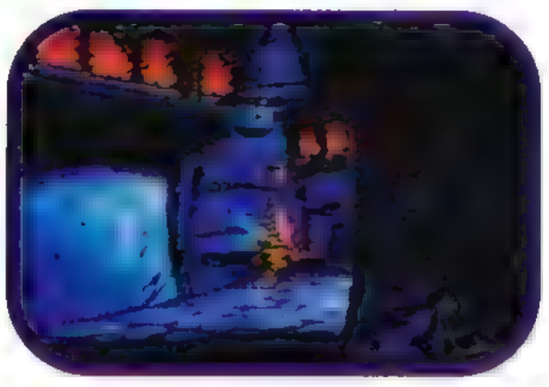
Rincewind will now bungee jump down into the square and, after a couple of failed attempts, grab the transfer tattoo from the urchin's hand.

Go to the livery stable and examine the corn by the donkey cart which is hiding the license plate.



Getting any help out of the simeon librarian is made easier if you avoid mentioning the word monkey



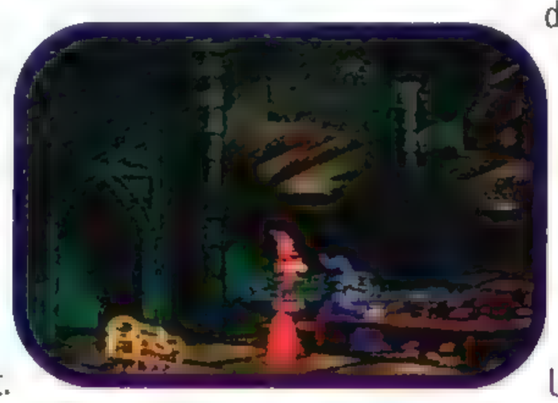


Next visit the alchemist and tell him about the corn, then return to the livery stable and examine the plate. Sadly it's covered in mud.

Go to the wood where the barber was standing earlier on and let the bucket down into the well. Next use the pot on the bucket to fill it with water.

Return to the inn, go into the bathroom and use the pot of water on the soap, then it's time to go off to the palace.

Go into the jester's dressing room and take the scrubbing brush from the bath. Use this on the pot of soapy water in the luggage inventory.



Go back to the livery stable and use the now soapy scrubber on the dirty license plate to see the number of the donkey cart. Make sure you click on it to read it before leaving.

Now go back to the alley and put the knife in your personal inventory. Go up onto the rooftops and climb round to the ladder bridge, where you should use the knife on the rope securing it down. Now return to the alley and wait for the assassin to drop in. The resulting conversation leads to the donkey getting arrested and put in the stocks.

Nip over to the barber shop and search around until you find the scissors, then exit.

Return to the square and use the scissors on the donkey's tail to gain yourself a fine impromptu bushy moustache.

Go to the Broken Drum and talk to the Braggart – he's the guy sitting furthest to the left.

Go to the brotherhood's hideout, don the robe and knock on the door. Following the conversation you'll receive a plate of love custard.

Make your way to the Dark Wood and visit Nanny Ogg. Check out the bottles, then talk to Nanny Ogg about the truth potion. When she asks for a kiss and puckers up, use the custard on yourself. Take the potion and go back to the pub.

Talk to the Braggart, then go and buy some drinks. Before handing them over, use the truth potion. As you can see, things go wrong and a new plan is now called for.

Go to the Alchemist's and get the camera from the shelf, as you need to create a fourth picture to hang in the bar.

Return to the pub and examine the bottles behind the bar. Buy some cactus juice and take the worm from out of the bottom of the glass.

Next stop is the palace, where once more you must head into the dungeons. Examine the hole to the right of the three cells, then use the worm with the string that's in your inventory. Use the worm-on-a-string and grab the rat. Click on the rat in the inventory, to reveal it's really an imp in disguise. Use the imp on the camera.

Go to Nanny Ogg's and look at the trail of wool, which will eventually lead you to a paddock out at the back. Examine the sheep, then take the mallet from the pile of wood and exit.

Go to the dragon sanctuary which has now appeared on the main map.

Walk up to the door and knock, then talk to Lady Ramkin. Go round the back and talk to her, then go back round the front and knock once more.

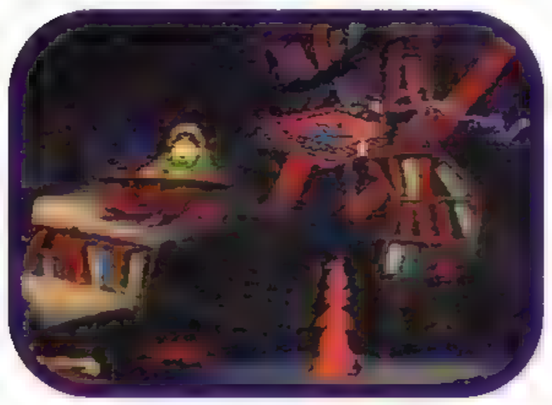
When she opens the door, dart round the back and swipe the

rosette, the lead and the nail. Go back to Nanny Ogg's and use the rosette on the sheep. Now use the camera on the sheep to take an award winning picture.

Go to the street and visit the fishmonger's, where you should grab the octopus picture. Use it with the photograph.

Go back to the pub and use the mallet to knock the nail into the beam behind the Braggart. Next use the picture on the nail and talk to the Braggart once more, then get some more drinks and use the truth potion for an interesting talk.

After the conversation, leave the city gates and go to the temple, which now appears on the world map. Before stepping on the bridge, select the magic carpet and place it in front of the monk. When he falls over the edge you will be able to enter the temple unhindered.



Once in the temple, take the bandanna from the hat stand then use the leash on the luggage and the bandanna on yourself. The luggage now leads you blind man style, past the traps.

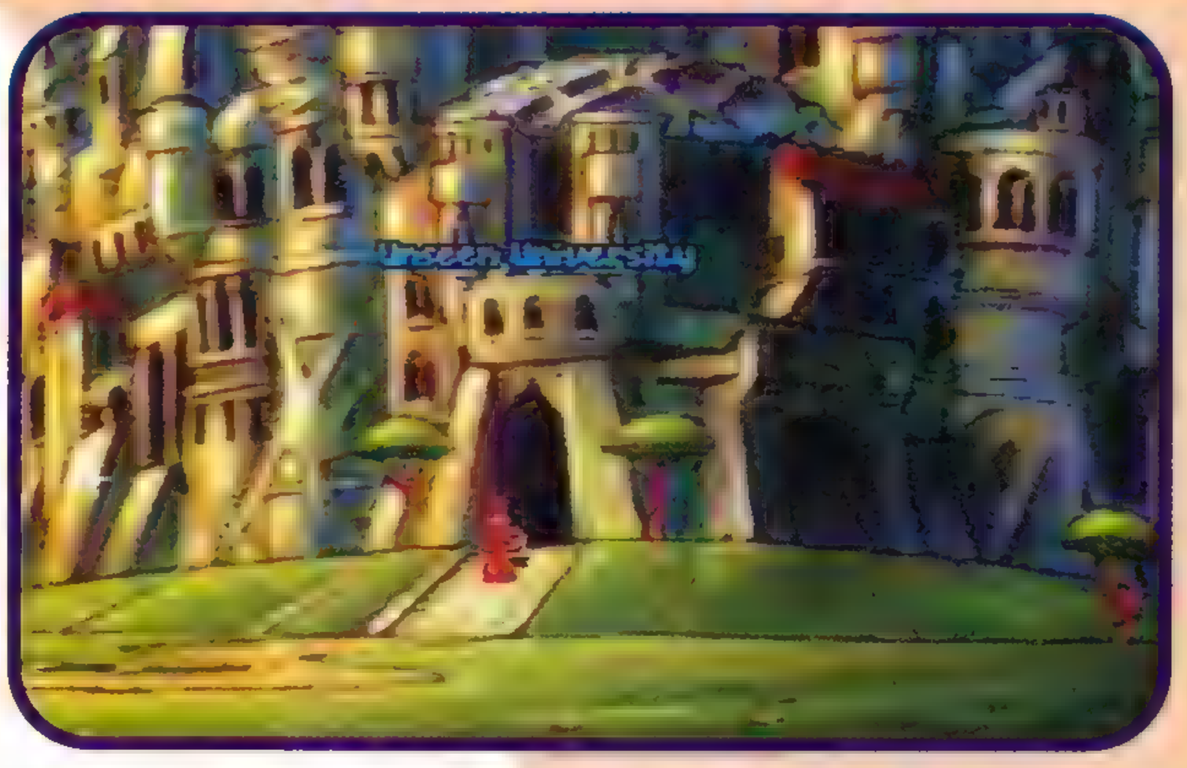
Use the pouch from the personal inventory on the sand to the right of the screen, then use the bag of sand on the Eye of Offler. An animated sequence follows.

Next it's back to the well in the wood, where you should be able to use the screw driver to prise off the winding handle.

Now go to the dungeon where you'll find the jester and Chucky on the rack. Use the handle on the crank on Chucky's rack and the sword will be revealed. Now talk to the torturer.

Next go to the city gates and talk to the tall guard who just happens to be a dwarf.

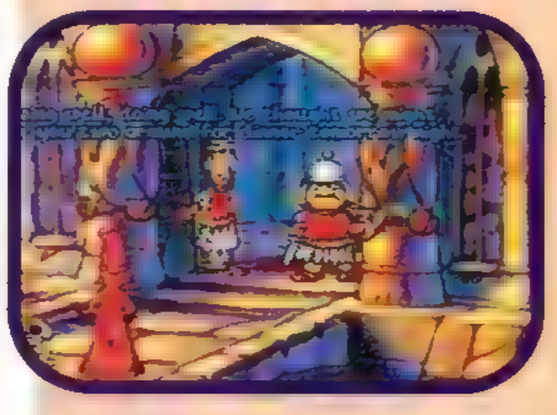
Leave the city and go to the newly revealed dwarf mine. Talk to the dwarf with the sword to the far left until he asks you for a glass of elderberry wine.



Go back to the pub and talk to the barman then use the trapdoor at the back. Unfortunately Rincewind will only go so far once he's through the trapdoor. Are you really so surprised by this?

Go to the inn and examine the door from inside the bedroom. Have a conversation with the bogeyman who you discover, then use the screwdriver on the door. Talk to him some more and use the cloud icon.

Eventually the bogeyman goes off to the pub to scare the mice....



Act 4

Walk to the centre of the square, where you will find Lady Ramkin lashed to a rock. Examine her stockings and take the car.

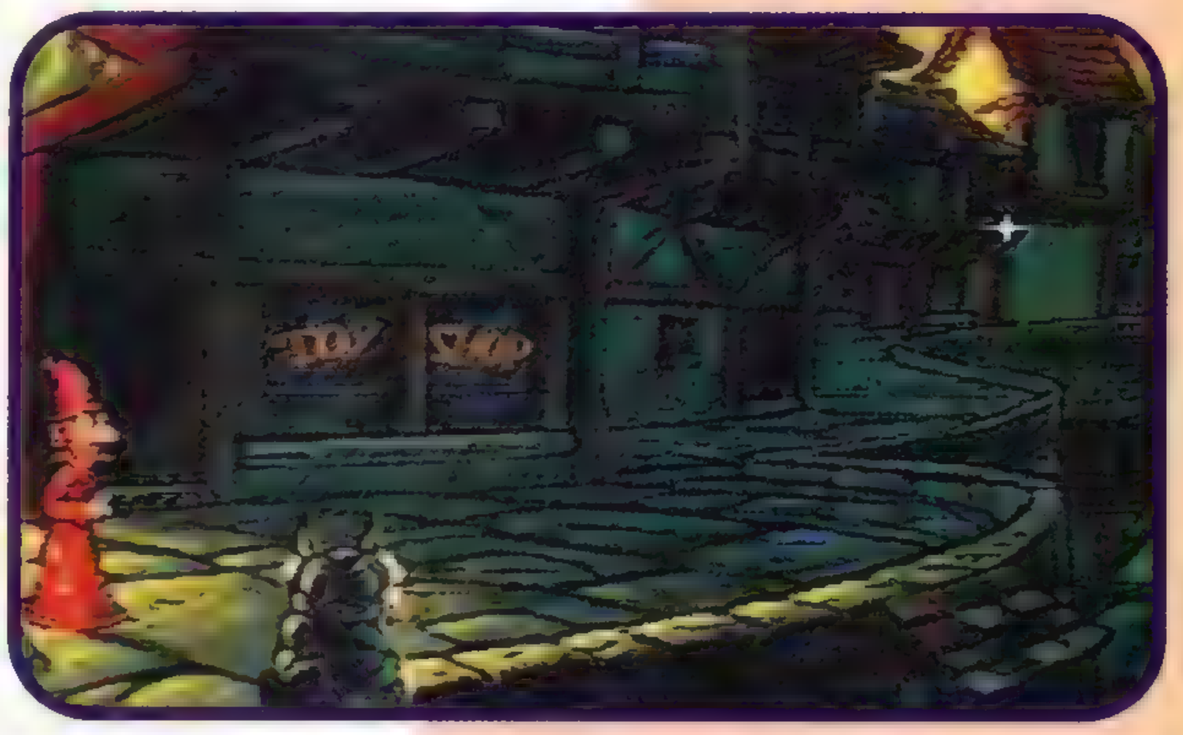
Go to the dragon sanctuary and go round the back to the dragon pen. Enter using the car and find Mambo the dragon, who you should collect.

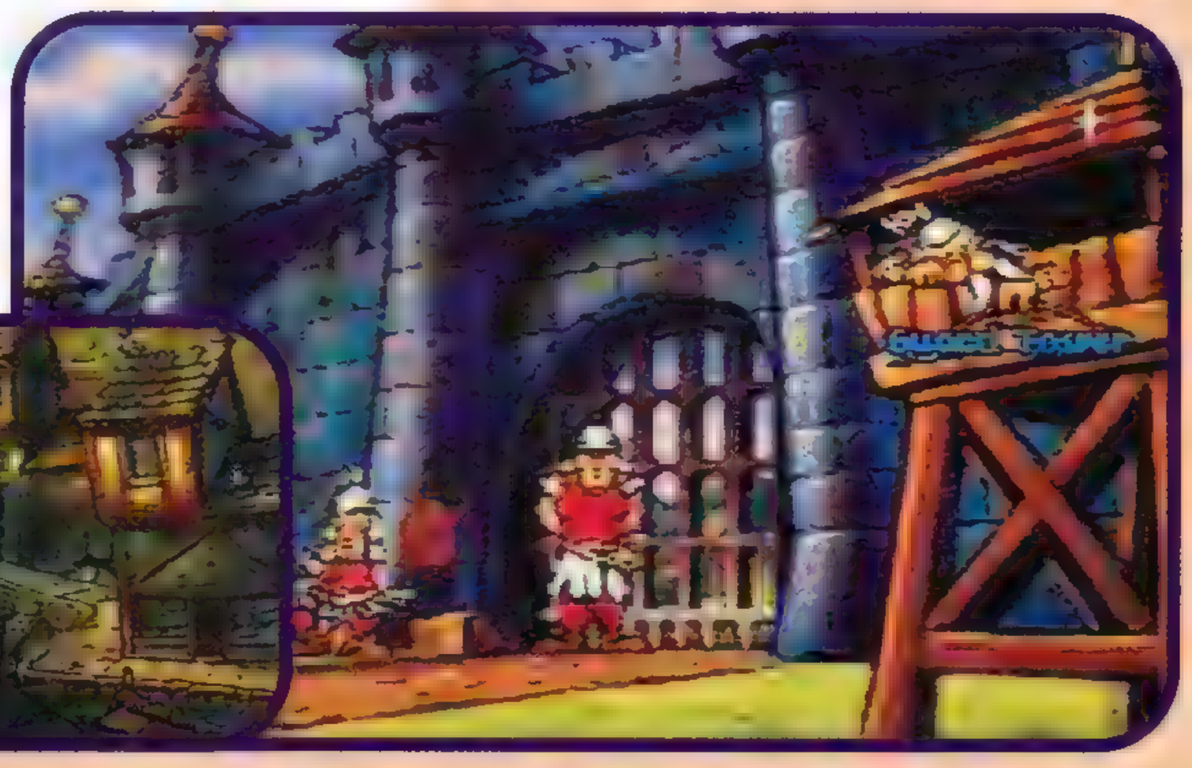
Go back to the dungeon and use Mambo on the burning coals where the torturer was last time you visited.

Next head off to Nanny Ogg's where you should use Mambo on the cauldron to give him an extra boost.

Lastly it's time to go to the dwarf's mine and use Mambo on the fire.

You're now taken back to the square for the big finish. This is mostly pre-rendered, though one tiny puzzle-ette remains. We wouldn't to make it too easy for you though so we'll just give you a clue – it involves the custard! And that, ladies and gentlemen, is the end. Hurray!





TOTAL SATURN Mini Tips

Yet again, we're more full of tips than the smallest kennel in the world stuffed full with two thousand irish wolfhounds. If you see what we mean...

Alien Trilogy

Level Select

Get into the carnage quicker with this code. At the password screen, enter 'FLYTO' followed by the level you desire – for example, 'FLYTO14' for level 14.

Unlimited Ammo

Enter the password 'F1LLMYPOCK1TS'.

Astal

Invincibility

During the game press start (pause) and enter Up, Y, Left, A, Down, B, Right, C. You can now walk through opponents without damage. This code only lasts during the current stage, but can be used repeatedly.

Refill Energy Meter

During game, press start (pause) and enter Down, R, Up, L, X, A, Y, B, Z, C, Right, Left. Your energy meter will be refilled.

Quick Death

When using the invincible mode, to kill yourself (if you get stuck), pause Astal and enter L, A, R, C, B.

Secret Mode and Stage Select

The Secret Mode code must be entered in first for the Stage Select code to work. First go to the options screen and, using the second controller, enter Left, Right, Left, Right, Up, Down, L, R, Start. You can now change the number of players to 99. Return to the main menu and enter the following, using controller one:

Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

Baku Baku

For league mode, at the start screen press: B, A, C, Up, B, A, C, Up, Start.

Black Fire

Reload / Refuel

1: At the 'press start' screen enter: L(shift), A, Z, Y, A, Down, Down.

2: Then simply pause/unpause during game to refuel and reload.

Level Skip

At the 'press start' screen do this carefully!

1: Press and hold C, press and hold B, press and hold A, press and hold Up, then finally press and hold down key L(shift).

2: Release A, release C, release L(Shift), then release Up.

3: A voice should say 'Blackhole engaged'.

4:During the game press and hold down: A+B+C+Up+L(shift) to advance.

Alternatively, hold:

X+Y+Z+Up+L(shift) to go back

God Mode

At the 'press start' screen, simply do these steps very carefully:

1: Press and hold A, press and hold B, press and hold C.

2: Then, release C, release B, release A.

3: Enter B, A, B, Y, HOLD X, Up, HOLD Down, release X, release Down.

4: A voice should then say 'you are on the wrong team.'

View Animation Sequence

At the title screen press Start, followed by: Z, A, Z, A, B, A, B, Y, C, A, C, A

Bug!

Stage Select

At the main menu screen: enter B, A, B, Y, Down, Right, A, L, Down.

Bug will confirm the code. During the game hold down L and press up to go to the next stage or down to go to the previous stage.

Replenish Continues

1: First, you must earn three continues (to get complete insectia).

2: The next time you are back at the 'Press Start' screen again, hold down Right and press Start.

3: At the main menu, again hold Right and press Start.

4: The continues should now be replenished.

Clockwork Knight

Stage Select

At the title screen, enter Left, Up, Right, Down, Down, Right, Right, Up and R. The final stage can be added with Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up and R.

999 Lives

At the title screen, enter Up, Right 9 times, Down 6 times, Left 7 times, Z, X, Y, Y, Y, Z.

Million Point Bonus

Finish stage 2-2 in under 30 seconds.

ClockWork Knight 2

Stage Select

At the title screen, enter Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up.

999 Lives

At the title screen, enter Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, then Down.

View Ending

At the title screen, enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down.

Hidden Games

At the title screen, enter Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z.

Cyber Speedway

Hide Gauges

Press A, B and C during the race to hide all of the gauges.

Darius Gaiden

Levels

To access 'Very Easy' and 'Abnormal' levels from the options menu, Hold down X and press Z, C, L, B, Left, R, L. You should then hear a sound to confirm the code.

Rapid Fire

Hold down B. Press Y, Right, Left, X, Z, L, R.

Nine Credits for Each Player

Press X, A, L, R, Left. Hold down L, press X, C, Z, A, Right, Right. You'll hear a sound.

Dark Stalkers

Change Morgan's Outfit

When Morgan wins the round, press either the Left or Right button to be able to change her outfit instead of her doing a winning pose.

Japanese Import Cheat

Press B, X, Down, A, Y on option screen for the appendix menu. You will now hear a chime and a new menu will appear at the bottom of the screen. Here you will be able to select extras from:

Turbo – Free Select/On/Off

Auto Guard – Free Select/On/Off

Max Rounds – 1 Round/3 Rounds/5 Rounds

BGM (Background Music)

Hunter(Vampire Hunter)

Classic (Darkstalkers/Vampire)

Random Scenery

(Backgrounds) Hunter/Classic/Random

CPU Colour Hunter/Classic/Random

These options save to memory.

NBA JAM TE

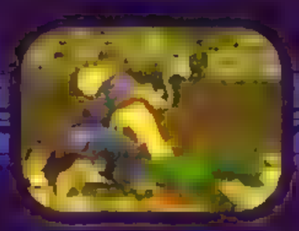
Full Rosters

Hold down L and R, then enter FIN Jan 1 for initials.

Secret Characters

(Hold down L and R while entering)

Catling:	CAT Jan 2
Hutchinson:	BAR Apr 9
D Falcus:	DAZ Aug 6
Tunnicliff:	SAT May 7
I Falcus:	IAS Nov 16
Mad Mike:	MUS Dec 24
McHugh:	BAA Jul 12
Gray:	ROB Feb 23
Higgins:	TOM Feb 19
Hill:	ZIG Apr 7
Snake:	SNK Jun 15
I Moon:	JAY Aug 24
Brutah:	GOW Jul 17
Weasel:	DAN Jan 2
Fumungus:	GUN Jan 11
Kabuki:	KUB Apr 14
Max:	LIZ Aug 7
Magic Hair:	STH Dec 8
Boo-Boo:	THI Nov 1
Pistol:	WAN Jun 10
Carlton:	CAL Mar 25
Divita:	DIV Jul 3
Goskie:	GOS Jan 6
Liptak:	LIP Jan 14
Turmell:	TUR Jan 31
Fresh Prince:	FRS Feb 2
Jazzy Jeff:	JAZ Oct 9
Heavy D:	HEA Jan 9
Bill Clinton:	BIL Jun 3
Hillary Clinton:	HIL Nov 6
Prince Charles:	CHA May 4
Frank Thomas:	FNK Jan 8
Benny:	BEN Sep 20
Blaze:	BLZ Jan 14
Crunch:	WOL Mar 7
Gordon:	GOR Jul 3



[illegible]

Mammoth Head

At the Sega logo, Machine screen, press B, A, B, B, C. Sound the horn.

Baby Mode

At the Sega logo, Machine screen, press B, B, B. Sound the horn.

Big Head

At the Sega logo, Machine screen, press B, C, B, A, and sound the horn.

Die Die

At the Sega logo, Machine screen, press B, B, Down, Down, A, A, Up, Up.

Defence

From the Sega logo, Machine screen, enter Down, Up, Down, Right, Down then Up.

Quick Fade

At the Sega logo, Machine screen, press Left, Left, Up, Left, Right.

Shot Percentage

At the Sega logo, Machine screen, enter Up, Up, Down, Down, A.

Need for Speed

Alternate Car and Unlimited Nitros

Go to the tournament mode. Choose Tour. Hold the tournament.

Race on Bill road

[illegible]

NBA Power Play Hockey

Bad Army Chest

[illegible]

NiGHTS Into Dreams

Acrobatics

[illegible]

Wizard Mode

At the main menu, enter L, R, L, R, Up, Down, Up, Down, Left, Right. 'Wizard Mode' will appear on screen and the game will now [illegible] at a faster rate.

Bouncy Heads

At the main menu, enter Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. The 'Bouncy Heads' option will appear on the screen and you can now play a game with bouncing heads. To disable heads, enter the code again.

Hunter Mode

[illegible]

Level Select

[illegible]

Episode 2

[illegible]

Improved Weapons

[illegible]

Megapower

[illegible]

Unlimited Continues

At the Normal Game Options screen, hit Up, Right, Up, Down, Left, Left, Up, Up.

Polygon Sega Babe

If you beat the game without dying, the Sega Logo will turn into a Polygon Babe.

The Ultimate Code

At the easy game options screen enter up, right, x, down, z, left, y, up, x. This code activates if you beat the game on very hard without continuing. The polygon man [illegible] pressing x, y, or z at the episode [illegible]

Panzer Dragoon 2

20 Lives

1. Pause the game.
2. Press A.
3. Release and then press Right and B.
4. Release and then press Left, Down, and B.
5. Release and then press Y, C and Z.

No Continues

When you have one or no continues, at the Continue/Quit screen, enter: Up, Down, Right, Left.

Robotica

Cheat Mode

[illegible]

Sega Rally Championship Secret Car

On the mode select screen (Arcade/Time Attack) press B, B, C, B, B and select the secret mode by pressing C twice.

LakeSide Course

While holding X+Y, enter the Time Attack mode or after beating passed B, B enter the Reverse mode.

Hyper Car

Hold X and press C to choose a car on the [illegible]

Mirror Mode

[illegible]

Camera Zoom During Replays

During replays, hold DOWN on the [illegible] and press Z. Now using the shoulder buttons you can control the [illegible]

ShellShock

Cheat Menu

[illegible]

Street Fighter Alpha

Play as Akuma

Hold the Left and Right buttons, move to the ? box and press Away, Away, Away, Down, Down, Down, Jab and Strong Punch.

Play as M. Bison

1: Hold the Left and Right buttons Down.
2: Move to the ? box and press Away, Away, Down, Down, Away, Down, Down, Jab and Strong Punch.

Play as Dan

1: Press and hold the Left and Right buttons and move to the ? box.
2: Press Y, X, A, B, Y or Y, B, A, X, Y.

Dramatic Battle

1: At the selection screen both characters hold Down the Left button, press Up 2 times, release the Left button, press Up 2 times.
2: Player 1 press Jab
3: Player 2 press Fierce

Select Secret Characters

After you have entered any of the secret character codes once, all you then need to do is to highlight the ? box and then press Down, to cycle through the characters. Note that you must then beat the game with the character, in order for him to stay in the game's memory.

Team Battle Mode

After entering the dramatic battle code once and beating M. Bison on one of the upper difficulty levels, on the main menu under training mode a new team-battle mode will suddenly appear.

Quick Super

Pick any character on Autoblock. To do a taunt in the middle of the game you must press the L and R buttons, but if you have a Super ready, press the appropriate punch and kick buttons for the super level you wish to execute. It may take a few tries, and there are many different supers for the various different characters.

Fight Akuma

1: Select a character then after that hold the L and R buttons and the B button.
2: Keep holding them down until he comes out of the screen.
3: Akuma does his raging demon combo on your opponent, and then proceeds to beats the life out of you.

Fight Dan

You must first beat the game without losing one round, when you should get the message 'A new fighter has entered the tournament'. You can now fight Dan. To reach him you must win every fight, but you don't have to win every round. At the end of every round you win, hold down all three punch buttons X, Y and Z and the directional pad either Up, Down, Left, or Right. You must use the same direction every time.
At the start of the sixth fight a message will flash 'A new challenger has entered the fight' – this will be Dan. After you beat Dan you will return to the sixth fight.

Fight Dan the Easy Way

After winning the fifth, sixth, or seventh match hold down the L and R Buttons and Up on the D-Pad

Street Fighter Alpha 2

Super Akuma

To play as Akuma in his Super Turbo outfit, do this:
1: Go to Akuma
2: Press Start first and then let go.
3: Go to Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, then back to Akuma.
4: Press and hold Start then press either the punch or kick buttons

Super Chun Li

To play as Chun Li in her Super Turbo outfit, do the following:
1: Press and hold down Start on Chun Li's icon
2: Press either one of the punch or kick buttons

Street Fighter: The Movie

Play as Akuma/Gouki

At the character selection screen, enter Up, B, Down, Z, Right, X, Left, and Y

Daytona USA

Play as the horse

1: In the options set the difficulty to normal.
2: In the mode select screen be sure to choose the Saturn mode
3: Place first in each of the three difficulties on each track
4: After winning the third track, scroll until you see 'horse'

All ten cars and some horses

1: At the title screen, hold down Up and Left, A, B, X, Z, then press START
2: Select Saturn Mode and you can choose from all ten cars and the 1st set of horses
3: To get the second set of horses, finish first in the beginner track on endurance mode.

Change Speedometer

At the title screen, hold down X, Y and Z on the second controller, then press start on controller one. On the US versions the speedometer will change to kilometres per hour, while on Japanese versions of the game the speedometer will change to miles per hour. What happens on the UK version is beyond us. We didn't bother to test this cheat, what with *Daytona USA* being the soiled pants of the Saturn driving world and all that.

Maniac Mode

After the demo has run through its cycle and the Sega logo appears, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, C. You will hear a chime to confirm the code. The letter M will appear in the upper left corner to indicate Maniac Mode.

Play AM2 Game Themes

When entering initials, music from many of the other AM2 games can be heard by entering these codes:

V.F	Virtua Fighter
A.B	Afterburner
ORS	Out Run
VMO	Sword of Vermillion
V.R	Virtua Racing
G.F	Galaxy Force
S.H	Space Harrier

Extra Time

Press X three times as you pass the slot machine. If you get three sevens, extra time will be added. Where we don't know, but we've a sneaking suspicion it's on the beginner mode.

More Music Selection

1: On the option screen choose Key Assign
2: Choose type B for the controller setting.
3: While choosing any track and car press and hold A, X, Z or Z, depending on which song you want to play.
4: Hold on until the game starts and you can now listen to the song you selected.

Move Jeffrey

Press X to change the Jeffrey statue position as you pass or stop near it.

Karaoke music in Arcade Mode

Listen to the background music and have lyrics at the bottom of the screen, by setting laps to normal and holding Up, while selecting with C.

Select Music

With the controller type set to B, press X, Y, or Z at the 'Gentlemen! Start your engines!' screen to choose different music

Remove Demo Car Tyres

1: When the tires are removed during a pit stop, you can reset the machine by pressing Start, and A, B and C
2: When the demo starts, the car will not have any tires. Watch as it comically wobbles around the track.

Helicopter View

When viewing the replay from a Time Lap run in Saturn Mode, press R to switch to an overhead helicopter view.

Rocket Start

1: While at the starting grid of the Advanced or Expert course, hold B (brake).
2: Now press and hold accelerate.
3: While accelerating, keeping your RPMs between 6500 and 70. When the race starts release the brake but hold the accelerator.
4: Get ready to fly by your opponents.

Attract Leader

At any point in the race hold down Z to bring the lead car towards you. Now pass him!

Easy Horse

On the title screen hold up-left, A, B, X, Z and then press Start

Driving on the Grass

When driving the green car or the horses, you can travel as fast on the grass as you can on the street – there's no slowdown!

Car Select

1: At the title screen hold down/right with L, R, C, Y.
2: Once you have all those buttons pressed down hit Start

Earthworm Jim 2

Level Passwords

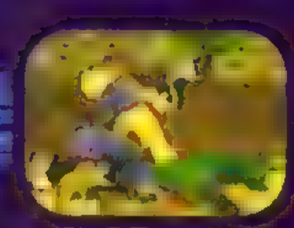
Level 2: gun - energy - blue gun - sandwich - can worms
Level 3: bubblegun - sandwich - sandwich - bubble gun - energy
Level 4: 3 gun - gun - missile gun - 3 gun - blue gun
Level 5: energy - bubble gun - bullet - can worms - Jim
Level 6: bullet - sandwich - gun - Jim - gun
Level 7: missile gun - blue gun - bubble gun - bullet - sandwich
Level 8: blue gun - can worms - bullet - missile gun - Jim
Level 9: bullet - gun - missile gun - bullet - Jim
Level 10: sandwich - gun - Jim - blue gun - blue gun
Level 11: 3 gun - bullet - bubble gun - energy - bubble gun
Level 12: missile gun - energy - bullet - energy - energy

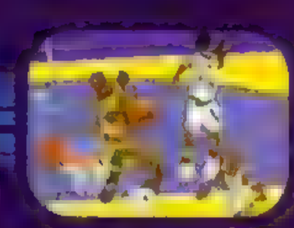
F1 Challenge

Starting Position Codes

Enter these after you have selected Automatic or Manual Transmission.

1st Place:	L, X, Y, Z
4th Place:	L, X, Y
7th Place:	L, X, Z
10th Place:	L, X
13th Place:	L, Y, Z,
16th Place:	L, Y
19th Place:	L, Z
22nd Place:	L





Fighting Vipers

Big Heads

To activate the 'big heads' option in the option plus menu, you must fight a hundred matches in the VS or Arcade modes.

Invisible Walls

To activate the invisible walls option in the option plus menu, you must successfully perform 350 MOVES in the training mode.

Options Plus

To get this menu, you must beat the game in normal mode or harder mode, with any character you choose.

Play as BM

To play as the tough end boss BM (Big Mahler), you must win the game on Very Hard with any character. BM is only playable in the VS mode.

Play as Kumachan

To play as Kumachan the bear, you must fight 50 rounds in the arcade or VS modes. To play as Panda Kumachan, put the cursor over Kumachan on the player Select screen and select him while holding "up".

Play as Mahler

To play the the smaller version of the end boss, you must win the game with any character in normal mode.

Guardian Heroes

99 Continues

Start a game on Easy, then press Reset. Return to the Options menu and select any difficulty. You'll have 99 continues and a far better chance of victory.

Debug Mode — Import

In debug mode you can access a ton of options including stage select, maximum life, level skip, and others. To enable this mode enter Option mode and press A + Y + L. Enter the Setup screen and you'll see a new Debug option appear.

After you've enabled debug mode, you have a choice of several options, including Start at Level 200, Stage Select, Max or Zero life.

L: Pause the game

C: Hold X + Y + Z

G: Press Up for maximum life or Down for zero life. Forward or go Back to different battle scenes:

•Forward 1 scene	R + Start
•Forward 2 scenes	R + A + Start
•Forward 3 scenes	R + B + Start
•Forward 4 scenes	R + C + Start
•Backwards 1 scene	L + R + Start
•Backwards 2 scenes	L + R + A + Start
•Backwards 3 scenes	L + R + B + Start
•Backwards 4 scenes	L + R + C + Start

Play loads of characters and visit all levels!

Free Experience

For free experience, enable the 99 Continues code, then reset the game while playing. The Experience menu will appear. The downside? Each use of this trick costs one continue.

Hidden Arena

While playing in Story Mode, you can get to the arena in stages 3, 5 and 12. To do so, kill all the enemies on the level (including the hidden plants and dysfunctional robot on stage 3). When you've done this, jump to the back of the screen (the third row) and walk past the sign.

Gex

Passwords

Graveyard 3:	TXZFKHGP
Toon Land 1:	CYRFYHGP
Toon Land 3:	BYTCYHGP

Fifa '96

Secret Options Menu

Start a game, pause it, select Options and enter one of the codes below. You will hear a sound. Exit the options menu, going back to the menu with Resume Game as a choice.

Invisible Walls:	BBBZAAAZ
Curve Ball:	ZABZBB
Super Power:	ZAZZZZZZZZ
Super Goalie:	AAAAAZZZZZ
Super Offense:	AAAAAZB
Super Defence:	ZZZZZBZ
Penalties:	AZABAZ
Stupid Team:	AZBAZB
Dream Team:	AAZZBBAA

Press A. You will get a secret options menu. Other choices require another code. Use Left/Right on control pad to change settings.

Hang On GP

Special Course Select

1: Begin the game, then go to the Option Select screen.

2: Enter into the Mode Select screen, move the cursor to Options and tap R, R, L, R, R.

3: You may now choose any course.

Super Cycle

On any course, first win the cup, then go back and try to beat your own time by at least one minute and twenty-nine seconds. The Super Cycle will then be available on Machine Select screen.

The Horde

Tips

One of the most common mistakes that causes players financial trouble, is NOT selling back items before moving onto the next land. When you 'dig up' a cow, fence, pit, soldier or whatever, you get back money equal to what it cost to place that object down in the first place. For example, in the Shimto Plains at the winter of year three, make sure that you sell all your cows and stuff. The Tree Realms goes to year four, so sell your stuff in the winter of that year. Each 'land' lasts one year longer than the previous one.

Shimto Plains

No hidden items. Start off by chopping down trees and planting as many saplings as you can. Repeat this for a few seasons until you have enough to buy a cow. Place cows in the south of your town, as hordlings come mostly from the north. Keep making more and more cows and saplings, so that you have ten or more cows by the end of year three. Don't forget to pick them all back up in the winter before you go to the Tree Realms of Alburga!

Tree Realms of Alburga

Plant as many saplings as you possibly can. This means you must keep planting until it says 'at max' in your inventory box. After the hordlings come, plant more to replace the ones they destroy. After a few rounds of this, the Dryad will give you the Boots of Boogie.

Fetid Swamps of Buuzal

Around the third year or so, your map will become large enough to show two 'arrows' made up of stones (apparent on the overview map). Dig at the intersection of these two invisible lines to find the Magic Flute. This is probably the most useful (and definitely the most annoying sounding) item in the whole game.

Kar-Nyar Desert

Keep making those waterways! A tree will grow when you get water to an odd-looking bush, which grows in a random spot. The tree frog wants the three foods you can find scattered around the desert – the Blue Fruit, Green Meat, and Purple Seeds. Just set them down next to the tree and in exchange he'll give you his Trident.

Frozen Wastes of Vesh

[illegible]

Impact Racing

Invincibility

[illegible]

Unlimited Ammo

[illegible]

Johnny Bazookatone

Level Codes

[illegible]	ARIZONA
[illegible]	RINGWELL
[illegible]	CRAWLER
[illegible]	BLASTER
[illegible]	[illegible]

Passwords

[illegible]

Mortal Kombat 4

Hidden Menu

[illegible]

NBA Action

Freefloating Replay

[illegible]

Change side of Court

[illegible]

Alley Oop Dunk

[illegible]

Ultimate Mortal Kombat 3

[illegible]

FreePlay Mode

[illegible]

Hidden Character Codes

[illegible]

Play Power Tricks

[illegible]

Mirror Kombat

[illegible]

Kombat Kodes

[illegible]

Kombat Kodes

[illegible]

Kombat Kodes

[illegible]

Kombat Kodes

[illegible]

Kombat Kodes

[illegible]

Secret Menu for Kombat Kodes

[illegible]

Virtua Fighter

Play as Dural

[illegible]

Play as Gold Dural

[illegible]

Alternative Camera

[illegible]

Kokoro's "Hidden" Code

[illegible]

Baby Dural Trick Code

[illegible]

Slow Motion Replay

[illegible]

Alternative Camera

[illegible]

Virtua Fighter 3

Play as Dural

[illegible]

Play as Gold Dural

[illegible]

Animate Dancing

[illegible]

Slow Motion Replay

[illegible]

Alternative Camera

[illegible]

Kokoro's "Hidden" Code

[illegible]

Baby Dural Trick Code

[illegible]

of the ring,and instead of doing his loosing animation, he will copy the winners victory animation. It helps if the characters are perpendicular to the edge of the ring, instead of at an angle.

Watch the Credits Code
Hold down all six buttons during the demo of the game and the credits will roll by.

Virtua Fighter Kids

Play as Dural
In the character selection, highlight Akira and press Down, Up, Right, Left and A.

FMV Endings
Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theatre option opens up in the options screen, which allows you to watch the endings for the characters you have won with.

Wireframe Mode
Hold the L while selecting a character and hold it until the game begins. Note: You may have to view all the players' endings for this code to actually work.

Something Fishy
At the select menu, after you do the Dural code, press and hold down C (when you choose between normal and kids mode) until the match begins.

Select Camera Angles
In watch mode you have a choice of seven different camera angles. Press X to get a random angle, and from there press any of the buttons (L, R, X, Y, Z, A, B, C).

First Person View
Hold the L and R buttons to choose a character, hold it until the fight start. This provides you with first person view mode.

Virtual On

Colour Shift
To change your mech's colour, press Left Shift to make a choice on the Select screen.

Crouch Attack
To perform a crouch attack, press Left or Right or Down and Left Shift and Right Shift and A or C or Y.

Play as VR Jaguarandi
At the start screen, hold Down and press both Left Shift and Right Shift. If you did this correctly a chime will sound and VR Jaguarandi will be selectable.

Special Attacks — Temjim and Viper 2
Temjim and Viper 2 can perform special high-powered attacks if their weapon gauge is full. To do so, jump and press Up, Up and Y, Y while you're in the air, and you'll soon be special attacking.

World Wide Soccer

Move Flags
When the flags are being shown on the screen, hold L or R and use the D-pad to change the way the flags move. Um, that's a bit of a crap cheat, isn't it? Well, what do you expect for £4.99? Quality cheating merchandise?

Worms

New Weapons
At the weapon options screen press C + Z 9 times. If you did this right, new weapons should appear.

X-Men: COTA

Speed Up Loading Time
While continuing, hold down the L and R buttons to keep the same characters and reduce the loading time.

Quick Select
If you hold the L and R buttons in 2 player mode it acts as a quick select so you don't have to re-choose your options again.

Play As Akuma
To play as Akuma, perform the following while on the Character Select screen in Arcade or Versus mode:
USA Version:
On 1P Side
Move the icon to Sprial and wait 3 seconds. Then, without stopping, move through Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, and then stop on Silver Samurai. Wait three seconds then press A, C, and Z simultaneously.
On 2P Side
Move the icon to Storm and wait 3 seconds. Then without stopping, move through Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and then stop on Sprial. Wait three seconds then press A, C, and Z simultaneously.
Japanese Version:
On 1P Side
Move the icon to Spiral and wait three seconds. Then, without stopping, move through Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and then stop on Silver Samurai. Wait three seconds then press A, C and Z simultaneously.
On 2P Side
Go through Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and then stop on Sprial. Wait three seconds then press A, C and Z together simultaneously.

Play as Juggernaut
In 2 player VS mode, use the code to play as Akuma. After the fight, continue and at the character select screen, tap Up and Left twice. Juggernaut should show up on the second tap. (Works for both players)

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Next Month

You lucky people have got a real thrill in store for you next month as we bring you an exclusive, fully playable demo of Core Design's massive new release *Swagman*! It's an all action adventure with plenty of obstacles to overcome, so the demo is certain to keep you occupied for hours of intense gameplaying action. The full game is coming out in March, so this will be the ideal opportunity to playtest it before splashing the cash. We'll also have a full review next issue.

Add to that another unbeatable selection of Saturn news, previews, reviews and solutions for the ultimate Saturn guide on the market — you'd be a damn fool to miss it!

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